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In your requests please include the following reference number 78EE117C99-1721680283

Contents

1.1 libjpeg 6b
1.1.1 Notifications
1.1.2 Available under license
1.2 bzip2 1.0.8
1.3 leveldb 0.6
1.4 giflib 5.2.1
1.4.1 Available under license
1.5 zstd 1.4.0
1.5.1 Available under license
1.6 lz4 1.7.1
1.6.1 Available under license
1.7 lz4 1.9.2
1.7.1 Available under license
1.8 lz4 1.2.11
1.8.1 Available under license
1.9 rocksdb 1.1.8
1.9.1 Available under license
1.10 lz4 1.9.1
1.10.1 Available under license
1.11 xorg-randr 1.5.1
1.11.1 Available under license
1.12 free-type 2.12.1
1.12.1 Available under license
1.13 zlib 1.2.11
1.13.1 Available under license
1.14 lz4 1.4.0

1.14.1 Available under license
1.15 libpng 1.6.38
1.15.1 Available under license
1.16 zstd 1.4.9
1.16.1 Available under license
1.17 openjdk-jre 11.0.19u7
1.17.1 Available under license
1.18 lcms 2.14
1.18.1 Available under license
1.19 jackson-dataformat-yaml 2.15.0
1.19.1 Available under license
1.20 kotlin 1.6.21
1.20.1 Available under license
1.21 annotations 13.0
1.21.1 Available under license
1.22 fdisk 2.23.2
1.22.1 Available under license
1.23 jackson-dataformat-yaml 2.15.1
1.23.1 Available under license
1.24 dropwizard-request-logging 2.0.34
1.24.1 Available under license
1.25 netty-transport-native-epoll 4.1.81.Final
1.25.1 Available under license
1.26 libuuid 2.23.2-65.el7_9.1
1.26.1 Available under license
1.27 opentelemetry-semconv 1.24.0-alpha
1.27.1 Available under license
1.28 libmount 2.23.2-65.el7_9.1
1.28.1 Available under license
1.29 e2fsprogs 1.42.9-19.el7
1.29.1 Available under license
1.30 bean-validation-api 2.0.1.Final
1.30.1 Available under license
1.31 agent-api 4.5.13.27526
1.31.1 Available under license
1.32 d-bus 1.10.24-15.el7
1.32.1 Available under license
1.33 libcurl 7.29.0-59.el7_9.1
1.33.1 Available under license

1.34 jackson-jaxrs-base 2.14.2
1.34.1 Available under license
1.35 nss-softokn-freebl 3.79.0-4.el7_9
1.35.1 Available under license
1.36 jackson-module-afterburner 2.10.5
1.36.1 Available under license
1.37 swagger-models 2.0.7
1.37.1 Available under license
1.38 commons-fileupload 1.5
1.38.1 Available under license
1.39 opentelemetry-semconv 1.12.0
1.39.1 Available under license
1.40 jackson-xc 2.14.2
1.40.1 Available under license
1.41 gdbm 1.10-8.el7
1.41.1 Available under license
1.42 slf4j 1.7.36
1.42.1 Available under license
1.43 micronaut-http-server 3.8.8
1.43.1 Available under license
1.44 libpkit 0.23.5-3.el7
1.44.1 Available under license
1.45 nss 3.79.0-5.el7_9
1.45.1 Available under license
1.46 keyutils-libs 1.5.8-3.el7
1.46.1 Available under license
1.47 commons-lang3 3.12.0
1.47.1 Available under license
1.48 jersey-client 2.37
1.48.1 Available under license
1.49 protobuf-java-format 1.2
1.49.1 Available under license
1.50 jakarta xml bind api 2.3.3
1.50.1 Available under license
1.51 jul-to-slf4j 1.7.36
1.51.1 Available under license
1.52 javax-ws-rs-api 2.1.1
1.53 dropwizard-validation 2.0.34
1.53.1 Available under license

1.54 jackson 2.15.0
1.54.1 Available under license
1.55 hystrix-core 1.5.12
1.56 systemd-libs 219-78.el7_9.7
1.56.1 Available under license
1.57 commons-configuration 1.8
1.57.1 Available under license
1.58 sed 4.2.2-7.el7
1.58.1 Available under license
1.59 jersey-media-json-jackson 2.31
1.59.1 Available under license
1.60 metrics-jetty 4.1.33
1.60.1 Available under license
1.61 ncurses-libs 5.9-14.20130511.el7_4
1.61.1 Available under license
1.62 swagger-core 2.0.7
1.62.1 Available under license
1.63 texinfo 5.1-5.el7
1.63.1 Available under license
1.64 libassuan 2.1.0-3.el7
1.64.1 Available under license
1.65 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava
1.65.1 Available under license
1.66 swagger-jaxrs2 2.0.7
1.67 commons-math 3.4.1
1.67.1 Available under license
1.68 log4j-api 2.17.1
1.68.1 Available under license
1.69 bc 1.06.95-13.el7
1.69.1 Available under license
1.70 popt 1.13-16.el7
1.70.1 Available under license
1.71 jackson-datatype-guava 2.14.2
1.71.1 Available under license
1.72 metrics-servlets 4.1.33
1.72.1 Available under license
1.73 mongodb-driver-core 4.6.1
1.73.1 Available under license
1.74 jersey-server 2.36

1.74.1 Available under license
1.75 opentelemetry-sdk 1.12.0
1.75.1 Available under license
1.76 logback-throttling-appender 1.1.9
1.76.1 Available under license
1.77 dbus-python 1.1.1-9.el7
1.77.1 Available under license
1.78 icu4j 69.1
1.78.1 Available under license
1.79 rootfiles 8.1-11.el7
1.79.1 Available under license
1.80 jakarta-ws-rs-api 2.1.6
1.80.1 Available under license
1.81 cloudevents-core 2.1.1
1.81.1 Available under license
1.82 jackson-databind 2.14.2
1.82.1 Available under license
1.83 libdb-utils 5.3.21-25.el7
1.83.1 Available under license
1.84 dbus-glib 0.100-7.el7
1.84.1 Available under license
1.85 metrics-health-checks 4.1.33
1.85.1 Available under license
1.86 xz 5.2.2-2.el7_9
1.86.1 Available under license
1.87 iputils 20160308-10.el7
1.87.1 Available under license
1.88 micronaut-json-core 3.8.8
1.88.1 Available under license
1.89 gpgme 1.3.2-5.el7
1.89.1 Available under license
1.90 wsgiref 0.1.2
1.90.1 Available under license
1.91 animal-sniffer-annotation 1.19
1.91.1 Available under license
1.92 kmod-libs 20-28.el7
1.92.1 Available under license
1.93 jersey-entity-filtering 2.31
1.93.1 Available under license

1.94 centos-release 7-9.2009.1.el7.centos
1.94.1 Available under license
1.95 jctools-core 3.1.0
1.95.1 Available under license
1.96 antlr 4.10
1.96.1 Available under license
1.97 jmespath-java 1.11.942
1.97.1 Available under license
1.98 jackson-annotations 2.10.1
1.98.1 Available under license
1.99 xz-libs 5.2.2-2.el7_9
1.99.1 Available under license
1.100 jackson-databind 2.15.1
1.100.1 Available under license
1.101 nss-util 3.79.0-1.el7_9
1.101.1 Available under license
1.102 jakarta-inject-api 2.0.1
1.102.1 Available under license
1.103 jsr305 3.0.2
1.103.1 Available under license
1.104 glibc 2.17-326.el7_9
1.104.1 Available under license
1.105 httpcomponents-core 4.4.13
1.105.1 Available under license
1.106 device-mapper-multipath 0.4.9-136.el7_9
1.106.1 Available under license
1.107 jctools-core 4.0.1
1.107.1 Available under license
1.108 apache-commons-text 1.10.0
1.108.1 Available under license
1.109 micronaut-context 3.8.8
1.109.1 Available under license
1.110 javax-inject 1
1.110.1 Available under license
1.111 jersey-media-jaxb 2.31
1.111.1 Available under license
1.112 snake-yaml 2.0
1.112.1 Available under license
1.113 rocksdbjni 6.29.4.1

1.113.1 Available under license
1.114 commons-collections 3.2.2
1.114.1 Available under license
1.115 python-chardet 2.2.1-3.el7
1.115.1 Available under license
1.116 objenesis 3.2
1.116.1 Available under license
1.117 commons-io 2.8.0
1.117.1 Available under license
1.118 dropwizard-util 2.0.34
1.118.1 Available under license
1.119 kafka-schema-serializer 6.2.1
1.119.1 Available under license
1.120 libnss-nisplus 2.17
1.120.1 Available under license
1.121 netty-transport 4.1.81.Final
1.121.1 Available under license
1.122 jsr311-api 1.1.1
1.122.1 Available under license
1.123 argparse 0.8.1
1.123.1 Available under license
1.124 disruptor 3.4.2
1.124.1 Available under license
1.125 glib 2.56.1-9.el7_9
1.125.1 Available under license
1.126 dropwizard-web-security 1.2.1
1.126.1 Available under license
1.127 commons-pool 2.6.2
1.128 opentelemetry-sdk 1.24.0
1.128.1 Available under license
1.129 jedis 3.3.0
1.129.1 Available under license
1.130 sqlite 3.7.17-8.el7_7.1
1.130.1 Available under license
1.131 netty-codec 4.1.81.Final
1.131.1 Available under license
1.132 rxjava-server 0.9.0
1.132.1 Available under license
1.133 micronaut-http 3.8.8

1.133.1 Available under license
1.134 rpm-python 4.11.3-48.el7_9
1.134.1 Available under license
1.135 elfutils 0.176-5.el7
1.135.1 Available under license
1.136 jose4j 0.6.3
1.136.1 Available under license
1.137 joda-time 2.12.0
1.137.1 Available under license
1.138 gson 2.10
1.138.1 Available under license
1.139 pygpgme 0.3-9.el7
1.139.1 Available under license
1.140 gpg-pubkey f4a80eb5-53a7ff4b
1.140.1 Available under license
1.141 st4 4.3.2
1.141.1 Available under license
1.142 micronaut-core 3.8.8
1.142.1 Available under license
1.143 libgcrypt 1.5.3-14.el7
1.143.1 Available under license
1.144 avro 1.11.1
1.144.1 Available under license
1.145 libuser 0.60-9.el7
1.145.1 Available under license
1.146 cryptsetup-libs 2.0.3-6.el7
1.146.1 Available under license
1.147 spring-aop 5.3.23
1.147.1 Available under license
1.148 vault-java-driver 4.1.0
1.148.1 Available under license
1.149 netty-codec-http 4.1.81.Final
1.149.1 Available under license
1.150 hk2-api 2.6.1
1.150.1 Available under license
1.151 unzip 6.0-24.el7_9
1.151.1 Available under license
1.152 chardet 2.2.1
1.152.1 Available under license

1.153 device-mapper-libs 1.02.170-6.el7_9.5
1.153.1 Available under license
1.154 profiler 1.1.1
1.154.1 Available under license
1.155 libxml2 2.9.1-6.el7_9.6
1.155.1 Available under license
1.156 jre 11.0.19+7-LTS
1.156.1 Available under license
1.157 rxjava 1.3.8
1.157.1 Available under license
1.158 diffutils 3.3-6.el7_9
1.158.1 Available under license
1.159 jersey-hk2 2.33
1.159.1 Available under license
1.160 dropwizard-core 2.0.34
1.160.1 Available under license
1.161 shadow 4.6-5.el7
1.161.1 Available under license
1.162 paranamer 2.5.1
1.162.1 Available under license
1.163 binutils 2.27-44.base.el7_9.1
1.163.1 Available under license
1.164 file-system 3.2-25.el7
1.164.1 Available under license
1.165 spring-framework 5.3.23
1.165.1 Available under license
1.166 netty-transport 4.1.70.Final
1.166.1 Available under license
1.167 pyliblzma 0.5.3
1.167.1 Available under license
1.168 qrencode-libs 3.4.1-3.el7
1.168.1 Available under license
1.169 bind 9.11.4-26.P2.el7_9.13
1.169.1 Available under license
1.170 jackson-annotations 2.15.1
1.170.1 Available under license
1.171 aws-java-sdk-kms 1.11.942
1.171.1 Available under license
1.172 zlib 1.2.8

1.172.1 Available under license
1.173 neo4j-java-driver 4.4.1
1.173.1 Available under license
1.174 opentracing-api 0.31.0
1.174.1 Available under license
1.175 annotations 4.1.1.4
1.175.1 Available under license
1.176 jackson-datatype-jsr310 2.14.1
1.176.1 Available under license
1.177 proto-google-common-protos 2.0.1
1.177.1 Available under license
1.178 swagger-annotations 1.6.2
1.178.1 Available under license
1.179 file 5.11-37.el7
1.179.1 Available under license
1.180 javassist 3.29.2-GA
1.180.1 Available under license
1.181 cyrus-sasl 2.1.26-24.el7_9
1.181.1 Available under license
1.182 spring-beans 5.3.23
1.182.1 Available under license
1.183 jackson-annotations 2.14.2
1.183.1 Available under license
1.184 readline 6.2-11.el7
1.184.1 Available under license
1.185 classgraph 4.6.32
1.185.1 Available under license
1.186 jackson-dataformat-yaml 2.14.2
1.186.1 Available under license
1.187 dropwizard-assets 2.0.12
1.187.1 Available under license
1.188 dropwizard-logging 2.0.34
1.188.1 Available under license
1.189 jackson 2.15.1
1.189.1 Available under license
1.190 common-utils 6.2.1
1.190.1 Available under license
1.191 aws-java-sdk-core 1.12.326
1.191.1 Available under license

1.192 antlr-runtime 4.10
1.192.1 Available under license
1.193 resourcelocator 1.0.3
1.193.1 Available under license
1.194 resilience4j-core 0.13.1
1.194.1 Available under license
1.195 javax-el 3.0.1-b11
1.195.1 Available under license
1.196 grpc-protobuf 1.37.0
1.196.1 Available under license
1.197 swagger-core 1.6.2
1.197.1 Available under license
1.198 kotlin 1.4.10
1.198.1 Available under license
1.199 javax-annotation-api 1.3.2
1.199.1 Available under license
1.200 dropwizard-lifecycle 2.0.34
1.200.1 Available under license
1.201 hostname 3.13-3.el7_7.1
1.201.1 Available under license
1.202 disruptor 2.11.2.3
1.202.1 Available under license
1.203 json-simple 1.1.1
1.203.1 Available under license
1.204 iconv 2.17
1.204.1 Available under license
1.205 python 2.7.5-92.el7_9
1.205.1 Available under license
1.206 shadow-utils 4.6-5.el7
1.206.1 Available under license
1.207 cloudevents-api 2.1.1
1.207.1 Available under license
1.208 micronaut-inject-java 3.8.8
1.208.1 Available under license
1.209 jackson-datatype-joda 2.10.5
1.209.1 Available under license
1.210 spring-context 5.3.23
1.210.1 Available under license
1.211 chkconfig 1.7.6-1.el7

1.211.1 Available under license
1.212 dropwizard-servlets 2.0.34
1.212.1 Available under license
1.213 cloudevents-kafka 2.1.1
1.213.1 Available under license
1.214 jersey-container-servlet-core 2.33
1.214.1 Available under license
1.215 javax-json 1.0.4
1.215.1 Available under license
1.216 ion-java 1.0.2
1.216.1 Available under license
1.217 util-linux 2.23.2-65.el7_9.1
1.217.1 Available under license
1.218 pam 1.1.8-23.el7
1.218.1 Available under license
1.219 cglib 3.2.0
1.219.1 Available under license
1.220 lz4-java 1.7.1
1.220.1 Available under license
1.221 tzdata 2023c-1.el7
1.221.1 Available under license
1.222 open-ldap 2.4.44-25.el7_9
1.222.1 Available under license
1.223 kerberos 1.15.1-55.el7_9
1.223.1 Available under license
1.224 httpclient-cache 4.5.13
1.224.1 Available under license
1.225 fluent-hc 4.5.13
1.225.1 Available under license
1.226 kafka-protobuf-serializer 5.5.5
1.226.1 Available under license
1.227 libcap-ng 0.7.5-4.el7
1.227.1 Available under license
1.228 nss-pem 1.0.3-7.el7
1.228.1 Available under license
1.229 openssl 1.0.2k-26.el7_9
1.229.1 Available under license
1.230 jakarta-el-api 3.0.3
1.230.1 Available under license

1.231 audit-lib 2.8.5-4.el7

1.231.1 Available under license

1.232 resilience4j-timelimiter 0.13.1

1.232.1 Available under license

1.233 j2objc-annotations 1.3

1.233.1 Available under license

1.234 dropwizard-jersey 2.0.34

1.234.1 Available under license

1.235 pyxattr 0.5.1-5.el7

1.235.1 Available under license

1.236 jersey 2.37

1.236.1 Available under license

1.237 micronaut-inject 3.8.8

1.237.1 Available under license

1.238 yum-metadata-parser 1.1.4-10.el7

1.238.1 Available under license

1.239 feign-slf4j 8.18.0

1.239.1 Available under license

1.240 dagger 2.4

1.240.1 Available under license

1.241 reactive-streams 1.0.4

1.241.1 Available under license

1.242 logback-access 1.2.11

1.242.1 Available under license

1.243 httpcomponents-core 4.4.14

1.243.1 Available under license

1.244 activation-api 1.2.2

1.244.1 Available under license

1.245 resilience4j-circuitbreaker 0.13.1

1.245.1 Available under license

1.246 jackson-databind 2.10.1

1.246.1 Available under license

1.247 kpartx 0.4.9-136.el7_9

1.247.1 Available under license

1.248 kafka-avro-serializer 6.2.1

1.248.1 Available under license

1.249 iniparse 0.4

1.249.1 Available under license

1.250 jetty-servlets 9.4.49.v20220914

1.250.1 Available under license

1.251 metrics-json 4.1.33

1.251.1 Available under license

1.252 pcre 8.32-17.el7

1.252.1 Available under license

1.253 lz4 1.8.3-1.el7

1.253.1 Available under license

1.254 protobuf-java 3.19.2

1.254.1 Available under license

1.255 yum-utils 1.1.31-54.el7_8

1.255.1 Available under license

1.256 libsepol 2.5-10.el7

1.256.1 Available under license

1.257 jackson-datatype-jdk8 2.14.1

1.257.1 Available under license

1.258 cpp 4.8.5-44.el7

1.258.1 Available under license

1.259 protobuf-java 3.19.6

1.259.1 Available under license

1.260 swagger-annotations 2.1.6

1.260.1 Available under license

1.261 pinentry 0.8.1-17.el7

1.261.1 Available under license

1.262 feign-httpclient 8.18.0

1.262.1 Available under license

1.263 jersey-container-servlet 2.33

1.263.1 Available under license

1.264 snappy-java 1.1.8.1

1.264.1 Available under license

1.265 micronaut-runtime 3.8.8

1.265.1 Available under license

1.266 zstd-jni 1.4.9-1

1.266.1 Available under license

1.267 berkeley-db 5.3.21-25.el7

1.267.1 Available under license

1.268 libverto 0.2.5-4.el7

1.268.1 Available under license

1.269 kafka-streams-avro-serde 6.2.1

1.269.1 Available under license

1.270 core-io 1.7.18
1.270.1 Available under license
1.271 jackson-annotations 2.15.0
1.271.1 Available under license
1.272 hardlink 1.0-19.el7
1.272.1 Available under license
1.273 feign-jaxrs 8.18.0
1.273.1 Available under license
1.274 aop-alliance 1.0
1.274.1 Available under license
1.275 dbus-libs 1.10.24-15.el7
1.275.1 Available under license
1.276 dc 1.3
1.276.1 Available under license
1.277 commons-math 2.1
1.277.1 Available under license
1.278 pycurl 7.19.0
1.278.1 Available under license
1.279 pyxattr 0.5.1
1.279.1 Available under license
1.280 netty-resolver 4.1.70.Final
1.280.1 Available under license
1.281 micronaut-jackson-databind 3.8.8
1.281.1 Available under license
1.282 ca-certificates 2022.2.54-74.el7_9
1.282.1 Available under license
1.283 servlet-api 4.0.1
1.283.1 Available under license
1.284 httpasyncclient 4.1.4
1.284.1 Available under license
1.285 netty-transport-native-unix-common 4.1.81.Final
1.285.1 Available under license
1.286 pkg-config 0.27.1-4.el7
1.286.1 Available under license
1.287 slf4j 1.6.6
1.287.1 Available under license
1.288 drop-wizard-metrics 2.0.34
1.288.1 Available under license
1.289 hk2-locator 2.6.1

1.289.1 Available under license
1.290 opentracing-noop 0.31.0
1.290.1 Available under license
1.291 bzip2 1.0.6-13.el7
1.291.1 Available under license
1.292 netty 4.1.70.Final
1.292.1 Available under license
1.293 libstdc++ 4.8.5-44.el7
1.293.1 Available under license
1.294 log4j-jcl 2.17.1
1.294.1 Available under license
1.295 archaius-core 0.7.6
1.295.1 Available under license
1.296 pyliblzma 0.5.3-11.el7
1.296.1 Available under license
1.297 netty-handler 4.1.81.Final
1.297.1 Available under license
1.298 setup 2.8.71-11.el7
1.298.1 Available under license
1.299 libidn 1.28-4.el7
1.299.1 Available under license
1.300 gzip 1.5-11.el7_9
1.300.1 Available under license
1.301 libffi 3.0.13-19.el7
1.301.1 Available under license
1.302 qrencode 3.4.1-3.el7
1.302.1 Available under license
1.303 procps 3.3.10-28.el7
1.303.1 Available under license
1.304 pygobject 3.22.0
1.304.1 Available under license
1.305 micronaut-management 3.8.8
1.305.1 Available under license
1.306 jetty-util 9.4.49.v20220914
1.306.1 Available under license
1.307 servlet-api 4.0.4
1.307.1 Available under license
1.308 jakarta-annotation-api 2.1.1
1.308.1 Available under license

1.309 info 5.1-5.el7
1.309.1 Available under license
1.310 expat 2.1.0-15.el7_9
1.310.1 Available under license
1.311 libutempter 1.1.6-4.el7
1.311.1 Available under license
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1.312.1 Available under license
1.313 netty 4.1.81.Final
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1.314 vavr-match 0.9.2
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1.315 swagger 1.6.2
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1.316 kmod 20-28.el7
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1.317 okio 2.8.0
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1.318 netty-resolver 4.1.81.Final
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1.321 micronaut-core-reactive 3.8.8
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1.322 commons-codec 1.15
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1.323 netty-transport-native-kqueue 4.1.48.Final
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1.325 python-kitchen 1.1.1-5.el7
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1.327 micronaut-validation 3.8.8
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1.328 antlr 3.5.3

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1.329 json-c 0.11-4.el7_0

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1.330 shared-mime-info 1.8-5.el7

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1.331 jackson-databind 2.15.0

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1.346 jersey-metainf-services 2.33

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1.351 netty-codec 4.1.70.Final
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1.352 device-mapper 1.02.170-6.el7_9.5
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1.354 zlib 1.2.7-21.el7_9
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1.438.1 Available under license
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1.445 python-urlgrabber 3.10
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1.446 python-gobject-base 3.22.0-1.el7_4.1

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1.448 micronaut-websocket 3.8.8

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1.450 guava 31.0.1-android

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1.451 ustr 1.0.4-16.el7

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1.458 nss 3.79.0-1.el7_9

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1.479 httpcomponents-mime 4.5.13
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1.481 latencyutils 2.0.3
1.482 passwd 0.79-6.el7
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1.489 jakarta-inject 2.6.1
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1.500 kafka-protobuf-provider 5.5.5
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1.501 commons-logging 1.2
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1.502 commons-lang 2.6
1.502.1 Available under license

1.1 libjpeg 6b

1.1.1 Notifications :

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

1.1.2 Available under license :

The Independent JPEG Group's JPEG software
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README for release 6b of 27-Mar-1998
==========

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

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

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

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

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

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal

documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

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

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG

decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments
in JFIF files.

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

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

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

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

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

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

code.

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

We are required to state that
"The Graphics Interchange Format(c) is the Copyright property of
CompuServe Incorporated. GIF(sm) is a Service Mark property of
CompuServe Incorporated."

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

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

A somewhat less technical, more
leisurely introduction to JPEG can be found in
"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by
M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides
good explanations and example C code for a multitude of compression methods
including JPEG. It is an excellent source if you are comfortable reading C
code but don't know much about data compression in general. The book's JPEG
sample code is far from industrial-strength, but when you are ready to look
at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data
Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published
by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp.
The book includes the complete text of the ISO JPEG standards (DIS 10918-1

and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

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

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

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

uses our library to implement TIFF/JPEG per the Note. libtiff is available
from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
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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
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RELATED SOFTWARE
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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
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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 bzip2 1.0.8

1.3 leveldb 0.6

1.4 giflib 5.2.1

1.4.1 Available under license :

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1.5 zstd 1.4.0

1.5.1 Available under license :

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1.6 lz4 1.7.1

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1.12 free-type 2.12.1

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1.13 zlib 1.2.11

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version 1.2.11, January 15th, 2017

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
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*/

1.14 lz4 1.4.0

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* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4SafeDecompressor.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4Decompressor.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4UnsafeUtils.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/XXHash64.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4JNICompressor.java
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* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/XXHashConstants.java
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* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/AbstractStreamingXXHash64Java.java
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* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4Compressor.java

* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4Constants.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4Exception.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/StreamingXXHash32.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/StreamingXXHash64JNI.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4BlockOutputStream.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4FastDecompressor.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4BlockInputStream.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4Utils.java
*
 /lz4-1-4-0-sources-jar/net/jpountz/xxhash/XXHash64JNI.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/XXHashFactory.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4ByteBufferUtils.java
* /lz4-1-4-0-sources-jar/net/jpountz/util/Native.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4JNI.java
* /lz4-1-4-0-sources-jar/net/jpountz/util/SafeUtils.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4UnknownSizeDecompressor.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/XXHashJNI.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/StreamingXXHash64.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/StreamingXXHash32JNI.java
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/AbstractStreamingXXHash32Java.java
* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4JNIFastDecompressor.java
* /lz4-1-4-0-sources-jar/net/jpountz/util/Utils.java
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* /lz4-1-4-0-sources-jar/net/jpountz/lz4/package.html
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* /lz4-1-4-0-sources-jar/net/jpountz/util/package.html
* /lz4-1-4-0-sources-jar/net/jpountz/xxhash/package.html

1.15 libpng 1.6.38

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 ---

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

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
"src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
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lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c

lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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This debian package was first created by Michael Stone <mstone@debian.org>,
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Changes:
* added Debian GNU/Linux package maintenance system files
* at times, bug fixes awaiting inclusion in the upstream source

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Python was created in the early 1990s by Guido van Rossum at Stichting
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as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
Foundation (PSF, see http://www.python.org/psf/) was formed, a
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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
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2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
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Upstream-Name: libnsl
Upstream-Contact: Thorsten Kukuk <kukuk@thkukuk.de>
Source: https://github.com/thkukuk/libnsl

Files: debian/*
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Files: AUTHORS
 configure.ac
 config.h.in
 libnsl.pc.in
 Makefile.am
 NEWS
 README
 src/Makefile.am
 src/do_ypcall.c
 src/internal.h
 src/libnsl.map
 src/nisplus/nis_error.c
 src/taddr2host.c
 src/taddr2ipstr.c
 src/taddr2port.c
 src/yp_first.c
 src/yp_get_default_domain.c
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 src/yp_master.c
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Files: src/libc-lock.h
 src/nisplus/nis_add.c
 src/nisplus/nis_addmember.c
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 src/nisplus/nis_callback.c
 src/nisplus/nis_checkpoint.c
 src/nisplus/nis_clone_dir.c
 src/nisplus/nis_clone_obj.c
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src/nisplus/nis_defaults.c
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src/nisplus/nis_domain_of.c
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src/nisplus/nis_file.c
src/nisplus/nis_findserv.c
src/nisplus/nis_free.c
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src/nisplus/nis_hash.c
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src/nisplus/nis_mkdir.c
src/nisplus/nis_modify.c
src/nisplus/nis_ping.c
src/nisplus/nis_print.c
src/nisplus/nis_print_group_entry.c
src/nisplus/nis_remove.c
src/nisplus/nis_removemember.c
src/nisplus/nis_rmdir.c
src/nisplus/nis_server.c
src/nisplus/nis_subr.c
src/nisplus/nis_table.c
src/nisplus/nis_util.c
src/nisplus/nis_verifygroup.c
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src/rpcsvc/nis.x
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src/rpcsvc/yp_prot.h
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m4/iconv.m4
m4/intlmacosx.m4
m4/lib-ld.m4
m4/lib-link.m4
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cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod
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but, as discussed in
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bzip2/libbzip2 version 1.0.5 of 10 December 2007

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man/bitstring.3bsd
man/errc.3bsd
man/explicit_bzero.3bsd
man/fgetln.3bsd
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man/fpurge.3bsd
man/funopen.3bsd
man/getbsize.3bsd
man/heapsort.3bsd
man/nlist.3bsd
man/pwcache.3bsd
man/queue.3bsd
man/radixsort.3bsd
man/reallocarray.3bsd
man/reallocf.3bsd
man/setmode.3bsd
man/strmode.3bsd
man/strnstr.3bsd
man/strtoi.3bsd
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man/vis.3bsd
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src/arc4random_uniform.c
src/arc4random_unix.h
src/arc4random_win.h
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ASM Bytecode Manipulation Framework v6.0

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Local-Date: Fri, 06 Jun 2003 13:18:52 -0400

Date: Fri, 6 Jun 2003 10:18:52 -0700
From: Juan Gomez <juang@us.ibm.com>
To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

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* To: Stephen Frost <sfrost@snowman.net>
* Subject: Re: OpenLDAP Licenseing issues
* From: "Kurt D. Zeilenga" <Kurt@OpenLDAP.org>

* Date: Wed, 28 May 2003 10:55:44 -0700
* Cc: Steve Langasek <vorlon@netexpress.net>,debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
* In-reply-to: <20030528162613.GB8524@ns.snowman.net>
* Message-id: <5.2.0.9.0.20030528094229.02924780@127.0.0.1>
* Old-return-path: <Kurt@OpenLDAP.org>

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From strings/apr_fnmatch.c, include/apr_fnmatch.h,
 misc/unix/getopt.c,
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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From test/CuTest.c, test/CuTest.h:

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It was downloaded from ftp://ftp.gnu.org/gnu/findutils

Debian maintainer history: The original package was put together by
Ian Murdock <imurdock@debian.org>, afterwards Kevin Dalley
<kevind@rahul.net> took over. 2003-07 Andreas Metzler
<ametzler@debian.org> followed.

Upstream Authors:
* GNU find was written by Eric Decker <cire@cisco.com>,
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and Tim Wood <axolotl!tim@toad.com>.
The idea for -print0 and xargs -0 came from
Dan Bernstein <brnstnd@kramden.acf.nyu.edu>.
Improvements have been made by James Youngman <jay@gnu.org>.

* GNU xargs
was originally written by Mike Rendell, with enhancements by David
MacKenzie. Modifications by James Youngman Dmitry V. Levin

* GNU locate and its associated utilities were originally
written by James Woods, with enhancements by David MacKenzie, James Youngman
and Bas van Gompel.

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Python was created in the early 1990s by Guido van Rossum at Stichting
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as a successor of a language called
 ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to

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

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
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2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
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Mersenne Twister

The `_random' module includes code based on a download from
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A C-program for MT19937, with initialization improved 2002/1/26.
 Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
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http://www.math.keio.ac.jp/matumoto/emt.html
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Sockets

The `socket' module uses the functions, `getaddrinfo', and
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which are coded in separate source files from the WIDE
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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion
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- Arguments more compliant with python standard

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Packaging is done by the Debian GCC Maintainers
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 ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
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The current gcc-9 source package is taken from the SVN gcc-9-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-9	libgnat-9	gnat-9-doc
BRIG	gccbrig-9	libhsail-rt0	
C	gcc-9		gcc-9-doc
C++	g++-9	libstdc++6	libstdc++6-9-doc
D	gdc-9		
Fortran 95	gfortran-9	libgfortran3	gfortran-9-doc
Go	gccgo-9	libgo0	
Objective C	gobjc-9	libobjc2	
Objective C++	gobjc++-9		
Modula-2	gm2-9	libgm2	

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
C++		libstdc++6-9-dbg	libstdc++6-9-pic	
D	libphobos-9-dev			

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4	GCC intrinsics (platform-dependent)
gcc-9-base	Base files common to all compilers
gcc-9-soft-float	Software floating point (ARM only)
gcc-9-source	The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn9	GNAT version library

C:

cpp-9, cpp-9-doc	GNU C Preprocessor
libssp0-dev, libssp0	GCC stack smashing protection library
libquadmath0	Math routines for the __float128 type
fixincludes	Fix non-ANSI header files

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code,
Debian provides additional packages containing 32-bit versions of some
libraries. These packages have names beginning with 'lib32' instead of
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- libatomic
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- libgomp
- libitm
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- libstdc++-v3
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mpi/hppa1.1/udiv-qrnnd.S, mpi/hppa1.1/mpih-mul2.S,
mpi/hppa1.1/mpih-mul1.S, mpi/Makefile.am, tests/prime.c,
tests/register.c, tests/ac.c, tests/basic.c, tests/tsexp.c,
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This package was put together by Chris Fearnley <cjf@netaxs.com>,
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ftp://ftp.whidbey.net/pub/brennan/mawk1.3.3.tar.gz

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Thu, 25 Jul 2002 21:50:21 +0200.
It was later taken over by Matthias Urlichs <smurf@debian.org>, and is now
maintained by Andreas Metzler <ametzler@debian.org>, Eric Dorland
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A. HISTORY OF THE SOFTWARE
==========

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

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

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

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

2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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

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Written by: Philip Hazel
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Upstream-Contact:
Lasse Collin <lasse.collin@tukaani.org>
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 To: Jonathan Nieder <jrnieder@gmail.com>
 Subject: Re: XZ utils for Debian
 Date: Sun, 19 Jul 2009 13:28:23 +0300
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From strings/apr_strnatcmp.c, include/apr_strings.h:

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src/assuan-inquire.c
src/assuan-io.c
src/assuan-listen.c
src/assuan-pipe-server.c
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m4/onceonly.m4

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Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

 ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
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 ftp://sourceware.org/pub/newlib/   (for newlib)
 git://git.savannah.gnu.org/gm2.git   (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language   Compiler package Library package   Documentation

Ada
          gnat-10   libgnat-10   gnat-10-doc
BRIG   gccbrig-10   libhsail-rt0
C   gcc-10   gcc-10-doc
C++   g++-10   libstdc++6   libstdc++6-10-doc
D   gdc-10
Fortran 95   gfortran-10   libgfortran5   gfortran-10-doc
Go   gccgo-10   libgo0
Objective C   gobjc-10   libobjc4
Objective C++ gobjc++-10
Modula-2   gm2-10   libgm2

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language Sources   Development   Debugging   Position-Independent
----
C++   libstdc++6-10-dbg libstdc++6-10-pic
D   libphobos-10-dev

Additional packages include:

All languages:
libgcc1,
 libgcc2, libgcc4 GCC intrinsics (platform-dependent)
gcc-10-base Base files common to all compilers
gcc-10-soft-float Software floating point (ARM only)
gcc-10-source The sources with patches

Ada:
libgnat-util10-dev, libgnat-util10 GNAT version library

C:
cpp-10, cpp-10-doc GNU C Preprocessor
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code,
Debian provides additional packages containing 32-bit versions of some
libraries. These packages have names beginning with 'lib32' instead of
'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which
can
 also run 64-bit code, Debian provides additional packages with names
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- libssp
- libstdc++-v3
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D:
gdc-10 GNU D Compiler
libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:
- d/*

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The DMD Compiler implementation of the D programming language:
- d/dmd/*

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The Zlib data compression library:
- d/phobos/etc/c/zlib/*

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The Phobos standard runtime library:
- d/phobos/*

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Mesa 3-D Graphics Library v21.0.3

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1.19 jackson-dataformat-yaml 2.15.0

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1.20 kotlin 1.6.21

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1.21 annotations 13.0

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1.22 fdisk 2.23.2

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)
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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

   Device Boot   Start   End   Blocks   Id System

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023
bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0						
	16064	16065	unused	0	0		

BSD disklabel command (m for help):
Command (m for help):

---

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):
Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0 unused 5 4.1BSD 9 4.4LFS d boot
1 swap
6 Eighth Edition a unknown e ADOS
2 Version 6 7 4.2BSD b HPFS f HFS
3 Version 7 8 MS-DOS c ISO-9660 10 AdvFS
4 System V

BSD disklabel command (m for help):
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1.23 jackson-dataformat-yaml 2.15.1

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1.24 dropwizard-request-logging 2.0.34

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1.26 libuuid 2.23.2-65.el7_9.1

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1:   32   7648 0x83
#2:   7680   8704 0xa5
#5:   7936   4864 0x7 (freebsd)
#6:   12544   3584 0x7 (freebsd)
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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

   Device Boot   Start   End   Blocks   Id System

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023
bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0						
	16064	16065	unused	0	0		

BSD disklabel command (m for help):
Command (m for help):
---

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):
Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0 unused 5 4.1BSD 9 4.4LFS d boot
1 swap
6 Eighth Edition a unknown e ADOS
2 Version 6 7 4.2BSD b HPFS f HFS
3 Version 7 8 MS-DOS c ISO-9660 10 AdvFS
4 System V

BSD disklabel command (m for help):
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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1:   32   7648 0x83
#2:   7680   8704 0xa5
#5:   7936   4864 0x7 (freebsd)
#6:   12544   3584 0x7 (freebsd)
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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023
bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):
Command (m for help):

---

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):

Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0 unused 5 4.1BSD 9 4.4LFS d boot
1 swap
6 Eighth Edition a unknown e ADOS
2 Version 6 7 4.2BSD b HPFS f HFS
3 Version 7 8 MS-DOS c ISO-9660 10 AdvFS
4 System V

BSD disklabel command (m for help):
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1.29 e2fsprogs 1.42.9-19.el7

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This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
```

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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This is the Debian GNU/Linux prepackaged version of the translation
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written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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Theodore Ts'o <tytso@mit.edu> on Fri Dec 14 22:24:35 EST 2007

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===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
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-   trivial database library - private includes
-
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Gadi Oxman, August 1995

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That's all there is to it!
This is the Debian GNU/Linux prepackaged version of the EXT2 file
system utilities (e2fsck, mke2fs, etc.). The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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This package was put together by Yann Dirson <dirson@debian.org>,
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system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
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1.30 bean-validation-api 2.0.1.Final

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1.31 agent-api 4.5.13.27526

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* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/bootstrap/IApiTransactionDelegate.java
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1.32 d-bus 1.10.24-15.el7

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1.33 libcurl 7.29.0-59.el7_9.1

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1.34 jackson-jaxrs-base 2.14.2

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1.36 jackson-module-afterburner 2.10.5

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* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/security/OAuthFlows.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/ObjectSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/parameters/RequestBody.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/EmailSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/tags/Tag.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/ExternalDocumentation.java
*
/swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/examples/Example.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/Schema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/ArraySchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/info/License.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/BooleanSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/OpenAPI.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/UUIDSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/MapSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/Encoding.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/EncodingProperty.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/info/Info.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/Components.java
*
/swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/IntegerSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/media/DateSchema.java
* /swagger-models-2-0-7-sources-2-jar/io/swagger/v3/oas/models/Operation.java

1.38 commons-fileupload 1.5

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1.40 jackson-xc 2.14.2

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1.41 gdbm 1.10-8.el7

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* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/HttpServerConfiguration.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpLocaleResolutionConfiguration.java
*
 /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/CorsOriginConfiguration.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/FileCustomizableResponseType.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/CorsFilter.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/SystemFile.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/HttpHostResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/package-info.java

* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/RequestArgumentSatisfier.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/CorsUtil.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/UnsatisfiedArgumentHandler.java
*
/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/CookieLocaleResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/DuplicateRouteHandler.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/DefaultHttpClientAddressResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/HttpServerException.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/multipart/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/CompositeHttpLocaleResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/package-info.java
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* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/ProxyHeaderParser.java
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/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/package-info.java
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* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/StreamedFile.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/InternalServerException.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/JsonExceptionHandler.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/LocaleArgumentBinder.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/websocket/ServerWebSocketProcessor.java
* /micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/context/ServerRequestContextInstrumentation.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/package-info.java
*
/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/CorsOriginConverter.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/multipart/MultipartBody.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpFixedLocaleResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpLocaleResolver.java
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* /micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/types/CustomizableResponseTypeException.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/HttpClientAddressResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ConversionErrorHandler.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/CustomizableResponseType.java
*
/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpAbstractLocaleResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/DefaultHttpHostResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/URISyntaxHandler.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/codec/TextStreamCodec.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/UnsatisfiedRouteHandler.java
* /micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/context/ServerRequestContextInvocationInstrumenter.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/package-info.java

* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ContentLengthExceededHandler.java
*
/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/BasicAuthArgumentBinder.java
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* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/ExecutableRouteInfo.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/CoroutineHelper.java
*
/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/response/HateoasErrorResponseProcessor.java
* /micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/response/ErrorResponseProcessor.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/DefaultErrorContext.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/RouteExecutor.java

1.44 libpkit 0.23.5-3.el7

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1.51 jul-to-slf4j 1.7.36

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* /jul-to-slf4j-1-7-36-sources-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.52 javax-ws-rs-api 2.1.1

1.53 dropwizard-validation 2.0.34

1.53.1 Available under license :

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1.54 jackson 2.15.0

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1.55 hystrix-core 1.5.12

1.56 systemd-libs 219-78.el7_9.7

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1.60 metrics-jetty 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jetty9
Build-Jdk-Spec: 1.8
Bundle-Description: A set of extensions for Jetty 9.3 and higher which
 provide instrumentation of thread pools, connector metrics, a
nd application latency and utilization.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jetty 9.3 and higher
Bundle-SymbolicName: io.dropwizard.metrics.jetty9
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metric
s,javax.servlet,javax.servlet.http,org.eclipse.jetty.io,org.eclipse.j
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ead";version="4.1.33"
Implementation-Title: Metrics Integration for Jetty 9.3 and higher
Implementation-Version:
 4.1.33
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.ht
tp;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",org
.eclipse.jetty.http;version="[9.4,10)",org.eclipse.jetty.io;version="
[9.4,10)",org.eclipse.jetty.server;version="[9.4,10)",org.eclipse.jet
ty.server.handler;version="[9.4,10)",org.eclipse.jetty.util.annotatio
n;version="[9.4,10)",org.eclipse.jetty.util.component;version="[9.4,1
0)",org.eclipse.jetty.util.thread;version="[9.4,10)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-jetty9-4-1-33-jar/META-INF/MANIFEST.MF

1.61 ncurses-libs 5.9-14.20130511.el7_4

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Upstream source http://invisible-island.net/ncurses/ncurses-examples.html

Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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1.62 swagger-core 2.0.7

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1.63 texinfo 5.1-5.el7

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1.64 libassuan 2.1.0-3.el7

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inspired from the algorithm description provided in
"Algorithms", by Ian Craw and John Pulham
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The textbook (containing a proof that the shuffle is uniformly random) is
available here:
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1.70 popt 1.13-16.el7

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1.71 jackson-datatype-guava 2.14.2

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1.72 metrics-servlets 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.servlets
Build-Jdk-Spec: 1.8
Bundle-Description: A set of utility servlets for Metrics, allowing yo
u to expose valuable information about your production environ
ment.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Utility Servlets

Bundle-SymbolicName: io.dropwizard.metrics.servlets
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.servlets;uses:="com.codahale.metr
ics,com.codahale.metrics.health,com.fasterxml.jackson.databind,javax.
servlet,javax.servlet.http";version="4.1.33"
Implementation-Title: Metrics Utility Servlets
Implementation-Version: 4.1.33
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.ht
tp;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",com
.codahale.metrics.health;version="[4.1,5)",com.codahale.metrics.json;
 version="[4.1,5)",com.codahale.metrics.jvm;version="[4.1,5)",com.fast
erxml.jackson.databind;version="[2.9,3)",com.fasterxml.jackson.databi
nd.util;version="[2.9,3)",com.papertrail.profiler;version="[1.1,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-servlets-4-1-33-jar/META-INF/MANIFEST.MF

1.73 mongodb-driver-core 4.6.1

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* https://github.com/marianobarrios/tls-channel
*/
```

Found in path(s):
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/WouldBlockException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsChannelImpl.java

*
/mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/async/ExtendedAsynchronousByteChannel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/async/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/TrackingAllocator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsReadException.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannelFlowControlException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/BufferAllocator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/DirectBufferAllocator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/spi/dns/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/ServerTlsChannel.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/HeapBufferAllocator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannelCallbackException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/util/Util.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/SniSslContextFactory.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsTaskException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsExplorer.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferHolder.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsWriteException.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/tlschannel/util/DirectBufferDeallocator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
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Found in path(s):
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ServerApi.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/TransactionOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/WriteConcernHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ServerApiVersion.java
*
 /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/lang/NonNull.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/lang/Nullable.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/ReadConcernAwareNoOpSessionContext.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/ServerVersionHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ReadPreferenceHedgeOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ReadConcernHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/client/AsyncClientSession.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/lang/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/lang/NonNullApi.java
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*/
/**
    * Returns an array containing all of the elements in this deque, in
    * proper sequence (from first to last element).

```
  *
   * <p>The returned array will be "safe" in that no references to it are
   * maintained by this deque.  (In other words, this method must allocate
   * a new array).  The caller is thus free to modify the returned array.
   *
   * <p>This method acts as bridge between array-based and collection-based
   * APIs.
   *
   * @return an array containing all of the elements in this deque
   */
```

Found in path(s):
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java
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Found in path(s):
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/annotations/Immutable.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/annotations/NotThreadSafe.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/annotations/ThreadSafe.java
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* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultClusterFactory.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/CollationStrength.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AbortTransactionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ByteBufferBsonOutput.java
*

/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/ServerVersion.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AsyncExplainableReadOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AggregateToCollectionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/BucketOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/Compressor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/gridfs/codecs/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/AsyncAggregateResponseBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/OperationReadConcernHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ClusterDescriptionHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/inject/SameObjectProvider.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/UpdateManyModel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/AsyncBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/changestream/ChangeStreamDocument.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ReplyHeader.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/AsyncCompletionHandler.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ClusterableServer.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/changestream/TruncatedArray.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/event/ServerListenerMulticaster.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AggregateOperationImpl.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ReadConcern.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/Pool.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ReplyMessage.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoNodeIsRecoveringException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/WriteProtocol.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoServerException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/SdamServerDescriptionManager.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/CollationMaxVariable.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/netty/NettyByteBuf.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/function/RetryState.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/InternalStreamConnection.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/BsonDocumentWrapperHelper.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/function/AsyncCallbackFunction.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/AuthenticationMechanism.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/TimeSeriesOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/Polygon.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/client/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/event/EventListenerHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/session/ServerSession.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/ChangeStreamBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/binding/ReadBinding.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultConnectionFactory.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/binding/AsyncReadBinding.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/bulk/package-info.java

* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/codecs/MultiPointCodec.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/WriteConcern.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/ClusterType.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/CreateCollectionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ConnectionPoolReadyEvent.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ConnectionFactory.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/FindOneAndReplaceOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ConnectionPoolListener.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/BsonWriterHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/FindOneAndUpdateOptions.java
*
 /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/changestream/OperationTypeCodec.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/client/model/changestream/ChangeStreamDocumentCodec.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/GeometryCollection.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/binding/AbstractReferenceCounted.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/MapReduceAsyncBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/DropCollectionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ServerClosedEvent.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoGridFSException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultDnsSrvRecordMonitor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/InsertOneModel.java
*
 /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/validator/ReplacingDocumentFieldNameValidator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/changestream/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/codecs/MultiPolygonCodec.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/async/SingleResultCallback.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/bulk/InsertRequest.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/CommandResultBaseCallback.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/binding/AsyncConnectionSource.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoCommandException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/MultiLineString.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/codecs/GeometryCodec.java
*
 /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/CreateIndexCommitQuorum.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/SimpleExpression.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/QueryProtocol.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ClientSessionOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultConnectionPool.java
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1.77 dbus-python 1.1.1-9.el7

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1.78 icu4j 69.1

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1.81 cloudevents-core 2.1.1

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* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/CloudEventUtils.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/DistributedTracingExtension.java
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* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/BaseBinaryMessageReader.java
*
 /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/MessageUtils.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/V1ToV03AttributesConverter.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/CloudEventReaderAdapter.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/BaseStructuredMessageReader.java
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* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/Encoding.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventSerializationException.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/CloudEventBuilder.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/V03ToV1AttributesConverter.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/DatarefExtension.java
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 /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/BaseCloudEventBuilder.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/impl/ExtensionUtils.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/builder/CloudEventBuilder.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/provider/ExtensionProvider.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/MessageReader.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/GenericStructuredMessageReader.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/StructuredMessageWriter.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/CloudEventV1.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/MessageWriter.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/BaseCloudEvent.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/StructuredMessageReader.java
*
 /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/provider/EventFormatProvider.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/CloudEventBuilder.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventDeserializationException.java
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/CloudEventContextReaderAdapter.java
* /cloudevents-core-2-1-1-sources-1-
jar/io/cloudevents/core/message/impl/BaseGenericBinaryMessageReaderImpl.java
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1.82 jackson-databind 2.14.2

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1.84 dbus-glib 0.100-7.el7

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1.85 metrics-health-checks 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.health
Build-Jdk-Spec: 1.8
Bundle-Description: An addition to Metrics which provides the ability
to run application-specific health checks, allowing you to che
ck your application's heath in production.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Health Checks
Bundle-SymbolicName: io.dropwizard.metrics.healthchecks
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.health;uses:="com.codahale.metric
s";version="4.1.33",com.codahale.metrics.health.jvm;uses:="com.codaha
le.metrics.health,com.codahale.metrics.jvm";version="4.1.33",com.coda
hale.metrics.health.annotation;version="4.1.33"
Implementation-Title: Metrics Health Checks
Implementation-Version: 4.1.33
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.1,5)",com.codahale.metrics.health,com.codahale.metrics.h
ealth.annotation,com.codahale.metrics.jvm;version="[4.1,5)";resolutio
n:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-healthchecks-4-1-33-jar/META-INF/MANIFEST.MF

1.86 xz 5.2.2-2.el7_9

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==========

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1.87 iputils 20160308-10.el7

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1.89 gpgme 1.3.2-5.el7

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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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.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can
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If distribution of object code is made by offering access to copy
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Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
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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
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the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
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6. As an exception to the Sections above, you may also combine or

link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

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* /animal-sniffer-annotations-1-19-sources-jar/META-INF/maven/org.codehaus.mojo/animal-sniffer-annotations/pom.xml
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1.92 kmod-libs 20-28.el7

1.92.1 Available under license :

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves,
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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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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
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the CentOS Project, please join us on irc.freenode.net in #centos-devel or
via the mailing list at http://lists.centos.org/pipermail/centos-devel/

Special Recognition

One of the key reasons we got delayed on the CentOS-6 release was lack of
suitable build resources, especially when we had to repeatedly build large
chunks of code. Norwood S came forward and worked with me to
setup a large build machine, then tune the build process and help improve
the overall build, test and validate process we were using. This build
machine he donated to the project was about 5 times more capable than the
entire buildsystem we had. And he did this out of his own pocket, from
his
own time, and has since upgraded the machine as well. It's now a 128GB,
48 core machine, with 4 SSD's and 4 sata disks : but the key metric is
that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver
CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix,
AZ, USA for his continued support for the project.

Contributors:
The Red Hat developers, without whom CentOS would look very different

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1.95 jctools-core 3.1.0

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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
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 <groupId>org.jctools</groupId>
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 <name>Java Concurrency Tools Core Library</name>
 <description>Java Concurrency Tools Core Library</description>
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  <dependency>
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   <artifactId>junit</artifactId>
   <version>${junit.version}</version>
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  </dependency>

  <dependency>
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   <artifactId>guava-testlib</artifactId>
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    <artifactId>maven-surefire-plugin</artifactId>
    <version>3.0.0-M3</version>
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     </includes>
    </configuration>
   </plugin>
```

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  <groupId>org.apache.felix</groupId>
  <artifactId>maven-bundle-plugin</artifactId>
  <version>4.2.1</version>
  <extensions>true</extensions>
  <configuration>
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    <Import-Package>sun.misc;resolution:=optional</Import-Package>
   </instructions>
  </configuration>
 </plugin>
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  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
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    </goals>
   </execution>
  </executions>
 </plugin>
 <plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <version>3.1.1</version>
  <configuration>
   <additionalOptions>
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   </additionalOptions>
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   </execution>
  </executions>
 </plugin>
</plugins>
</build>

<distributionManagement>
```

```
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  <name>jctools-jctools</name>
  <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
 </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
 <license>
  <name>Apache
License, Version 2.0</name>
  <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
  <distribution>repo</distribution>
 </license>
</licenses>

<scm>
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 <connection>scm:git:https://github.com/JCTools/JCTools</connection>
 <tag>HEAD</tag>
</scm>

<developers>
 <developer>
  <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
  <url>https://github.com/mjpt777</url>
 </developer>
 <developer>
  <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
  <url>https://github.com/kay</url>
 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

<prerequisites>
 <maven>3.5.0</maven>
</prerequisites>

<properties>
```

```
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  <java.version>1.6</java.version>
  <java.test.version>1.8</java.test.version>

  <maven.compiler.source>${java.version}</maven.compiler.source>
  <maven.compiler.target>${java.version}</maven.compiler.target>
  <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
  <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

  <hamcrest.version>1.3</hamcrest.version>
  <junit.version>4.12</junit.version>
  <guava-testlib.version>21.0</guava-testlib.version>
 </properties>
</project>
```

Found
 in path(s):
* /jctools-core-3-1-0-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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*/
```

Found in path(s):
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Ordering.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
*
 /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscLinkedQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Preference.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueue.java

* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SupportsIterator.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscGrowableArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
*
 /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpmcArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/AbstractEntry.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscChunkedArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeLongArrayAccess.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
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* /jctools-core-3-1-0-sources-jar/org/jctools/util/PortableJvmInfo.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/ConcurrentCircularArrayQueue.java
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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/IndexedQueueSizeUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscGrowableArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/RangeUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/package-info.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java

1.96 antlr 4.10

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==========

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1.100 jackson-databind 2.15.1

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1.101 nss-util 3.79.0-1.el7_9

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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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1.103 jsr305 3.0.2

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1.104 glibc 2.17-326.el7_9

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it too, but we suggest you first think carefully about whether this
license or the ordinary General Public License is the better strategy to
use in any particular case, based on the explanations below.

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it if you want it; that you can change the software and use pieces of it
in new free programs; and that you are informed that you can do these

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We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use 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 @dfn{Lesser} General Public License because it
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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.

The precise terms and conditions for copying, distribution and
modification follow. Pay close attention to the difference between a
``work based on the library'' and a ``work that uses the library''. The
former
contains code derived from the library, whereas the latter must
be combined with the library in order to run.

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A ``library'' means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The ``Library'', below, refers to any such software library or work which has been distributed under these terms. A ``work based on the Library'' means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it,
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``Source code'' for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based 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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You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

@enumerate a
@item
The modified work must itself be a software library.

@item
You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

@item
You must
 cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

@item
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.)
@end enumerate

These requirements apply to the modified work as a whole. If
identifiable sections
 of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

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

In addition, mere aggregation of another work not based on the Library

with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this
License.

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You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,
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
that version instead if you wish.) Do not make any other change in
these notices.

Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
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.

@item
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.

@item
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.

@item
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:

@enumerate a
@item
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.)

@item
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.

@item
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.

@item
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from a designated place, offer equivalent access to copy the above
specified materials from the same place.

@item
Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

 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
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normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies the
executable.

 It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
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facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

@enumerate a
@item
Accompany the combined library with a copy of the same work
based on the Library,
 uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

@item
Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
where to find the accompanying uncombined form of the same work.
@end enumerate

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page
@subheading How to Apply These Terms to Your New Libraries

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@end
smallexample

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@smallexample

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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
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b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can
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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program
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under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) 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; or,

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c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program
in object code or executable form with such
an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source

code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are not compelled
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1.106 device-mapper-multipath 0.4.9-136.el7_9

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1.107 jctools-core 4.0.1

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Manifest-Version: 1.0
Bnd-LastModified: 1662622707903
Build-Jdk-Spec: 11
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: 4.0.1
Created-By: Apache Maven Bundle Plugin 5.1.6
Export-Package: org.jctools.maps;version="4.0.1",org.jctools.util;uses
:="sun.misc";version="4.0.1",org.jctools.queues;version="4.0.1",org.j
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.jctools.counters;version="4.0.1"
Import-Package: sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.2.0.202202251641

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1.108 apache-commons-text 1.10.0

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1.109 micronaut-context 3.8.8

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*MapClaims.java
* Note: rewritten to standard Java 8 DateTime by zemiak (c) 2016
* Forked from: https://github.com/frode-carlsen/cron
*/

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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/AbstractEmbeddedApplicationEvent.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/ApplicationStartupEvent.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/env/ConfigurationAdvice.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/TaskScheduler.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InvocationInstrumenterFactory.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/Micronaut.java
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* /micronaut-context-3-8-8-sources-
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/async/AsyncInterceptor.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/RefreshEvent.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InstrumentedExecutor.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InvocationInstrumenter.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/server/EmbeddedServer.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ExecutorFactory.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/RunnableInstrumenter.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/NextFireTime.java

* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ThreadSelection.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/ReschedulingTask.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InstrumentedScheduledExecutorService.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/converters/reactive/ReactiveTypeConverterRegistrar.java

1.110 javax-inject 1

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1.112 snake-yaml 2.0

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* A Base64 encoder/decoder.
*
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* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
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* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/BloomFilter.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ClockCache.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractComparator.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/HistogramType.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/SstPartitionerFixedPrefixFactory.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/util/SizeUnit.java
*
 /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TransactionOptions.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/DirectSlice.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TtlDB.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractWriteBatch.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WalFilter.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RocksIteratorInterface.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/FlushReason.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompactionReason.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WriteStallInfo.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/util/IntComparator.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ReusedSynchronisationType.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/MemoryUtil.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractCompactionFilterFactory.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CassandraCompactionFilter.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CassandraValueMergeOperator.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/MergeOperator.java

* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/StringAppendOperator.java

1.114 commons-collections 3.2.2

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1.115 python-chardet 2.2.1-3.el7

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1.116 objenesis 3.2

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1.119 kafka-schema-serializer 6.2.1

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```
<project xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns="http://maven.apache.org/POM/4.0.0"
      xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">

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    <artifactId>kafka-schema-registry-parent</artifactId>
    <version>6.2.1</version>
  </parent>

  <licenses>
    <license>
      <name>Apache License 2.0</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.html</url>
      <distribution>repo</distribution>
    </license>
  </licenses>

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       <scope>provided</scope>
    </dependency>
    <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-registry-client</artifactId>
      <version>${io.confluent.schema-registry.version}</version>
    </dependency>
    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <scope>test</scope>
    </dependency>
  </dependencies>
</project>
```

Found in path(s):
* /kafka-schema-serializer-6-2-1-jar/META-INF/maven/io.confluent/kafka-schema-serializer/pom.xml

1.120 libnss-nisplus 2.17

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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.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

In addition,
mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, 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 that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all 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 compile 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) 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.

c) 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.

d) 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 source code distributed need not include anything that is normally
distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
the executable.

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

7. You may place library facilities that are a work based on the
Library side-by-side in a single library together with other library

facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you

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the Library at all. For example, if a patent
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the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any
particular circumstance, the balance of the section is intended to apply,
and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any
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such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system which is
implemented by public license practices. Many people have made
generous contributions to the wide range of software distributed
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is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

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be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in
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original copyright holder who places the Library under this License may add
an explicit geographical distribution limitation excluding those countries,
so that distribution is permitted only in or among countries not thus
excluded. In such case, this License incorporates the limitation as if
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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year>
<name of author>

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but WITHOUT ANY WARRANTY; without even the implied warranty of
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You should have received a copy of the GNU Library General Public
License along with this library; if not, write to the Free
Software Foundation, Inc., 59 Temple Place - Suite 330, Boston,
MA 02111-1307, USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the library, if
necessary. Here
is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
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@center Version 2.1, February 1999

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@c hence no sectioning command or @node.

@display
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[This is the first released version of the Lesser GPL. It also counts

as the successor of the GNU Library Public License, version 2, hence the
version number 2.1.]
@end display

@subheading Preamble

The licenses for most software are designed to take away your
freedom to share and change it. By contrast, the GNU General Public
Licenses are intended to guarantee your freedom to share and change
free software---to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some
specially designated software---typically
libraries---of the Free
Software Foundation and other authors who decide to use it. You can use
it too, but we suggest you first think carefully about whether this
license or the ordinary General Public License is the better strategy to
use in any particular case, based on the explanations below.

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it if you want it; that you can change the software and use pieces of it
in new free programs; and that you are informed that you can do these
things.

To protect your rights, we need to make restrictions that forbid
distributors to deny you these rights or to ask you to surrender these
rights. These restrictions translate to certain responsibilities for
you if you distribute copies of the library
or if you modify it.

For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave
you. You must make sure that they, too, receive or can get the source
code. If you link other code with the library, you must provide
complete object files to the recipients, so that they can relink them
with the library after making changes to the library and recompiling
it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the
library, and (2) we offer you this license, which gives you legal
permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that
there is no warranty for the free library. Also, if the library is
modified by someone else and passed on, the recipients should know

that what they have is not the original version, so that the original author's reputation
will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use 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 @dfn{Lesser} General Public License because it does @emph{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.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a ``work based on the library'' and a ``work that uses the library''. The former
contains code derived from the library, whereas the latter must be combined with the library in order to run.

@subheading TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

@enumerate 0
@item
This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called ``this License''). Each licensee is addressed as ``you''.

A ``library'' means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The ``Library'', below, refers to any such software library or work which has been distributed under these terms. A ``work based on the Library'' means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it,
either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is 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 and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from

such a program is covered only if its contents constitute a work based 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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You may copy and distribute
verbatim copies of the Library's
complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

@item
You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

@enumerate a
@item
The modified work must itself be a software library.

@item
You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

@item
You must
cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

@item
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.)
@end enumerate

These requirements apply to the modified work as a whole. If
identifiable sections
 of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

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

In addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this
 License.

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You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,
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
that version instead if you wish.) Do not make any other change in
these notices.

 Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
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.

@item

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
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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
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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.

@item
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:

@enumerate a
@item
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.)

@item
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.

@item
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.

@item

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@end enumerate

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normally distributed (in either source or binary form) with the major
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which the executable runs, unless that component itself accompanies the
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restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
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@item
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Library side-by-side in a single library together with other library
facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

@enumerate a
@item
Accompany the combined library with a copy of the same work
based on the Library,
uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

@item
Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
where to find the accompanying uncombined form of the same work.
@end enumerate

@item

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*/
/**
```

```
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
* <p>
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>{@link
 ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
```

```
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
```

```
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
```

```
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-81-final-sources-jar/io/netty/bootstrap/Bootstrap.java
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* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/oio/package-info.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/ChannelInboundHandlerAdapter.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/group/ChannelGroupFuture.java
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* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/local/LocalAddress.java
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* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/group/CombinedIterator.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannel.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/embedded/EmbeddedChannel.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/SocketChannelConfig.java
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* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/PendingBytesTracker.java
*
 /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/internal/package-info.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/bootstrap/FailedChannel.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
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* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/AbstractEventLoop.java
* /netty-transport-4-1-81-final-sources-jar/io/netty/channel/PendingWriteQueue.java
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1.122 jsr311-api 1.1.1

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1.123 argparse 0.8.1

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* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/SubparserImpl.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/type/ConstructorArgumentType.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/ArgumentGroup.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/action/VersionArgumentAction.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/UnrecognizedArgumentException.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/Subparsers.java
* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/action/AppendConstArgumentAction.java
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* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/action/StoreArgumentAction.java
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* /argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/type/EnumArgumentType.java
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Found in path(s):
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventReleaser.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventReleaseAware.java
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Found in path(s):
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/Sequence.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/InsufficientCapacityException.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/Cursored.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/ProducerType.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceGroups.java
*
/disruptor-3-4-2-sources-jar/com/lmax/disruptor/DataProvider.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/Sequencer.java
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* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/AggregateEventHandler.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventFactory.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/SleepingWaitStrategy.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/ExceptionHandler.java
*
/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventProcessor.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceBarrier.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/BusySpinWaitStrategy.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/NoOpEventProcessor.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/BatchEventProcessor.java
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* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkerPool.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/util/DaemonThreadFactory.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/LiteBlockingWaitStrategy.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/PhasedBackoffWaitStrategy.java

*
/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SingleProducerSequencer.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/AbstractSequencer.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/BlockingWaitStrategy.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/ProcessingSequenceBarrier.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkHandler.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/RingBuffer.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorThreeArg.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/WaitStrategy.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/MultiProducerSequencer.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/LifecycleAware.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/AlertException.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceGroup.java
*
/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorVararg.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/YieldingWaitStrategy.java
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* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventHandler.java
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* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslator.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkProcessor.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/Disruptor.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/FatalExceptionHandler.java

1.125 glib 2.56.1-9.el7_9

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1.126 dropwizard-web-security 1.2.1

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* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/WebSecurityConfigurable.java
* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/filters/WebSecurityFilter.java
* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/filters/WebSecurityHeaderInjector.java
* /dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/filters/JerseyAwareWebSecurityFilter.java
* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/CorsConfiguration.java
* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/ImmutableStyles.java
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1.127 commons-pool 2.6.2

1.128 opentelemetry-sdk 1.24.0

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1.130 sqlite 3.7.17-8.el7_7.1

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1.131 netty-codec 4.1.81.Final

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* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
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* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
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 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java

* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
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* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/xml/package-info.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
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/netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
*
/netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
*
/netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
*
/netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
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/netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
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* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
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* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert
 Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/
```

Found in path(s):
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java
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```

Found in path(s):
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/CompressionOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/Zstd.java

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Found in path(s):
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/Headers.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
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*/

Found in path(s):
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
*
 /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java

* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/DateFormatter.java
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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message.  It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
```

```
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
```

```
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
 |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
```

```
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
* /netty-codec-4-1-81-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
```

1.132 rxjava-server 0.9.0

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1.133 micronaut-http 3.8.8

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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/HttpHeadersUtil.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/PartAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/GenericResource.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/SslConfiguration.java
*
/micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ClientSslConfiguration.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MediaTypeConvertersRegistrar.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ServerSslConfiguration.java
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This file maps Internet media types to unique file extension(s).
Although created for httpd, this file is used by many software systems
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#
The table below contains both registered and (common) unregistered types.
A type that has no unique extension can be ignored -- they are listed
here to guide configurations toward known types and to make it easier to
identify "new" types. File extensions are also commonly used to indicate
content languages and encodings, so choose them carefully.
#
Internet media types should be registered as described in RFC 4288.
The registry is at <https://www.iana.org/assignments/media-types/>.
#
https://svn.apache.org/viewvc/httpd/httpd/trunk/docs/conf/mime.types?revision=1810121&view=co
#
MIME type (lowercased)   Extensions
== ==========
application/1d-interleaved-parityfec
#
application/3gpdash-qoe-report+xml
application/3gpp-ims+xml
application/a2l
application/activemessage
application/alto-costmap+json
application/alto-costmapfilter+json
application/alto-directory+json
application/alto-endpointcost+json
application/alto-endpointcostparams+json
application/alto-endpointprop+json
application/alto-endpointpropparams+json
application/alto-error+json
application/alto-networkmap+json
application/alto-networkmapfilter+json
application/aml
application/andrew-inset   ez
application/applefile

application/applixware aw
application/atf
application/atfx
application/atom+xml atom
application/atomcat+xml atomcat
application/atomdeleted+xml
application/atomicmail
application/atomsvc+xml atomsvc
application/atxml
application/auth-policy+xml
application/bacnet-xdd+zip
application/batch-smtp
application/beep+xml
application/calendar+json
application/calendar+xml
application/call-completion
#
application/cals-1840
application/cbor
application/ccmp+xml
application/ccxml+xml ccxml
application/cdfx+xml
application/cdmi-capability cdmia
application/cdmi-container cdmic
application/cdmi-domain cdmid
application/cdmi-object cdmio
application/cdmi-queue cdmiq
application/cdni
application/cea
application/cea-2018+xml
application/cellml+xml
application/cfw
application/cms
application/cnrp+xml
application/coap-group+json
application/commonground
application/conference-info+xml
application/cpl+xml
application/csrattrs
application/csta+xml
application/cstadata+xml
application/csvm+json
application/cu-seeme cu
application/cybercash
application/dash+xml
application/dashdelta
application/davmount+xml davmount
application/dca-rft

```
# application/dcd
# application/dec-dx
# application/dialog-info+xml
# application/dicom
# application/dii
# application/dit
# application/dns
application/docbook+xml    dbk
# application/dskpp+xml
application/dssc+der    dssc
application/dssc+xml    xdssc
#
 application/dvcs
application/ecmascript    ecma
# application/edi-consent
# application/edi-x12
# application/edifact
# application/efi
# application/emergencycalldata.comment+xml
# application/emergencycalldata.deviceinfo+xml
# application/emergencycalldata.providerinfo+xml
# application/emergencycalldata.serviceinfo+xml
# application/emergencycalldata.subscriberinfo+xml
application/emma+xml    emma
# application/emotionml+xml
# application/encaprtp
# application/epp+xml
application/epub+zip    epub
# application/eshop
# application/example
application/exi    exi
# application/fastinfoset
# application/fastsoap
# application/fdt+xml
# application/fits
application/font-tdpfr    pfr
# application/framework-attributes+xml
# application/geo+json
application/gml+xml    gml
application/gpx+xml    gpx
application/gxf    gxf
# application/gzip
# application/h224
# application/held+xml
# application/http
application/hyperstudio    stk
#
```

application/ibe-key-request+xml
application/ibe-pkg-reply+xml
application/ibe-pp-data
application/iges
application/im-iscomposing+xml
application/index
application/index.cmd
application/index.obj
application/index.response
application/index.vnd
application/inkml+xml ink inkml
application/iotp
application/ipfix ipfix
application/ipp
application/isup
application/its+xml
application/java-archive jar
application/java-serialized-object ser
application/java-vm class
application/javascript js
application/javascript mjs
application/jose
application/jose+json
application/jrd+json
application/json json
application/json-patch+json
application/json-seq
application/jsonml+json jsonml
application/jwk+json
application/jwk-set+json
application/jwt
application/kpml-request+xml
application/kpml-response+xml
application/ld+json
application/lgr+xml
application/link-format
application/load-control+xml
application/lost+xml lostxml
#
application/lostsync+xml
application/lxf
application/mac-binhex40 hqx
application/mac-compactpro cpt
application/macwriteii
application/mads+xml mads
application/marc mrc
application/marcxml+xml mrcx
application/mathematica ma nb mb

application/mathml+xml mathml
application/mathml-content+xml
application/mathml-presentation+xml
application/mbms-associated-procedure-description+xml
application/mbms-deregister+xml
application/mbms-envelope+xml
application/mbms-msk+xml
application/mbms-msk-response+xml
application/mbms-protection-description+xml
application/mbms-reception-report+xml
application/mbms-register+xml
application/mbms-register-response+xml
application/mbms-schedule+xml
application/mbms-user-service-description+xml
application/mbox mbox
application/media-policy-dataset+xml
application/media_control+xml
application/mediaservercontrol+xml mscml
application/merge-patch+json
application/metalink+xml metalink
application/metalink4+xml meta4
application/mets+xml mets
#
application/mf4
application/mikey
application/mods+xml mods
application/moss-keys
application/moss-signature
application/mosskey-data
application/mosskey-request
application/mp21 m21 mp21
application/mp4 mp4s
application/mpeg4-generic
application/mpeg4-iod
application/mpeg4-iod-xmt
application/mrb-consumer+xml
application/mrb-publish+xml
application/msc-ivr+xml
application/msc-mixer+xml
application/msword doc dot
application/mxf mxf
application/nasdata
application/news-checkgroups
application/news-groupinfo
application/news-transmission
application/nlsml+xml
application/nss
application/ocsp-request

```
# application/ocsp-response
application/octet-stream bin dms lrf mar so dist distz pkg bpk dump elc deploy
application/oda	oda
# application/odx
application/oebps-package+xml	opf
application/ogg	ogx
application/omdoc+xml	omdoc
application/onenote	onetoc
 onetoc2 onetmp onepkg
application/oxps	oxps
# application/p2p-overlay+xml
# application/parityfec
application/patch-ops-error+xml	xer
application/pdf	pdf
# application/pdx
application/pgp-encrypted	pgp
# application/pgp-keys
application/pgp-signature	asc sig
application/pics-rules	prf
# application/pidf+xml
# application/pidf-diff+xml
application/pkcs10	p10
# application/pkcs12
application/pkcs7-mime	p7m p7c
application/pkcs7-signature	p7s
application/pkcs8	p8
application/pkix-attr-cert	ac
application/pkix-cert	cer
application/pkix-crl	crl
application/pkix-pkipath	pkipath
application/pkixcmp	pki
application/pls+xml	pls
# application/poc-settings+xml
application/postscript	ai eps ps
# application/ppsp-tracker+json
# application/problem+json
# application/problem+xml
# application/provenance+xml
# application/prs.alvestrand.titrax-sheet
application/prs.cww	cww
# application/prs.hpub+zip
# application/prs.nprend
# application/prs.plucker
#
 application/prs.rdf-xml-crypt
# application/prs.xsf+xml
application/pskc+xml	pskcxml
# application/qsig
```

```
# application/raptorfec
# application/rdap+json
application/rdf+xml    rdf
application/reginfo+xml    rif
application/relax-ng-compact-syntax  rnc
# application/remote-printing
# application/reputon+json
application/resource-lists+xml   rl
application/resource-lists-diff+xml  rld
# application/rfc+xml
# application/riscos
# application/rlmi+xml
application/rls-services+xml   rs
application/rpki-ghostbusters   gbr
application/rpki-manifest   mft
application/rpki-roa    roa
# application/rpki-updown
application/rsd+xml    rsd
application/rss+xml    rss
application/rtf     rtf
# application/rtploopback
# application/rtx
# application/samlassertion+xml
# application/samlmetadata+xml
application/sbml+xml    sbml
# application/scaip+xml
# application/scim+json
application/scvp-cv-request   scq
application/scvp-cv-response   scs
application/scvp-vp-request   spq
application/scvp-vp-response   spp
application/sdp     sdp
#
 application/sep+xml
# application/sep-exi
# application/session-info
# application/set-payment
application/set-payment-initiation  setpay
# application/set-registration
application/set-registration-initiation  setreg
# application/sgml
# application/sgml-open-catalog
application/shf+xml    shf
# application/sieve
# application/simple-filter+xml
# application/simple-message-summary
# application/simplesymbolcontainer
# application/slate
```

```
# application/smil
application/smil+xml    smi smil
# application/smpte336m
# application/soap+fastinfoset
# application/soap+xml
application/sparql-query   rq
application/sparql-results+xml   srx
# application/spirits-event+xml
# application/sql
application/srgs    gram
application/srgs+xml    grxml
application/sru+xml    sru
application/ssdl+xml    ssdl
application/ssml+xml    ssml
# application/tamp-apex-update
# application/tamp-apex-update-confirm
# application/tamp-community-update
# application/tamp-community-update-confirm
#
 application/tamp-error
# application/tamp-sequence-adjust
# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
# application/tamp-update
# application/tamp-update-confirm
application/tei+xml    tei teicorpus
application/thraud+xml    tfi
# application/timestamp-query
# application/timestamp-reply
application/timestamped-data   tsd
# application/ttml+xml
# application/tve-trigger
# application/ulpfec
# application/urc-grpsheet+xml
# application/urc-ressheet+xml
# application/urc-targetdesc+xml
# application/urc-uisocketdesc+xml
# application/vcard+json
# application/vcard+xml
# application/vemmi
# application/vividence.scriptfile
# application/vnd.3gpp-prose+xml
# application/vnd.3gpp-prose-pc3ch+xml
# application/vnd.3gpp.access-transfer-events+xml
# application/vnd.3gpp.bsf+xml
# application/vnd.3gpp.mid-call+xml
application/vnd.3gpp.pic-bw-large  plb
```

application/vnd.3gpp.pic-bw-small psb
application/vnd.3gpp.pic-bw-var pvb
#
 application/vnd.3gpp.sms
application/vnd.3gpp.sms+xml
application/vnd.3gpp.srvcc-ext+xml
application/vnd.3gpp.srvcc-info+xml
application/vnd.3gpp.state-and-event-info+xml
application/vnd.3gpp.ussd+xml
application/vnd.3gpp2.bcmcsinfo+xml
application/vnd.3gpp2.sms
application/vnd.3gpp2.tcap tcap
application/vnd.3lightssoftware.imagescal
application/vnd.3m.post-it-notes pwn
application/vnd.accpac.simply.aso aso
application/vnd.accpac.simply.imp imp
application/vnd.acucobol acu
application/vnd.acucorp atc acutc
application/vnd.adobe.air-application-installer-package+zip air
application/vnd.adobe.flash.movie
application/vnd.adobe.formscentral.fcdt fcdt
application/vnd.adobe.fxp fxp fxpl
application/vnd.adobe.partial-upload
application/vnd.adobe.xdp+xml xdp
application/vnd.adobe.xfdf xfdf
application/vnd.aether.imp
application/vnd.ah-barcode
application/vnd.ahead.space ahead
application/vnd.airzip.filesecure.azf azf
application/vnd.airzip.filesecure.azs azs
application/vnd.amazon.ebook azw
#
 application/vnd.amazon.mobi8-ebook
application/vnd.americandynamics.acc acc
application/vnd.amiga.ami ami
application/vnd.amundsen.maze+xml
application/vnd.android.package-archive apk
application/vnd.anki
application/vnd.anser-web-certificate-issue-initiation cii
application/vnd.anser-web-funds-transfer-initiation fti
application/vnd.antix.game-component atx
application/vnd.apache.thrift.binary
application/vnd.apache.thrift.compact
application/vnd.apache.thrift.json
application/vnd.api+json
application/vnd.apple.installer+xml mpkg
application/vnd.apple.mpegurl m3u8
application/vnd.arastra.swi

application/vnd.aristanetworks.swi swi
application/vnd.artsquare
application/vnd.astraea-software.iota iota
application/vnd.audiograph aep
application/vnd.autopackage
application/vnd.avistar+xml
application/vnd.balsamiq.bmml+xml
application/vnd.balsamiq.bmpr
application/vnd.bekitzur-stech+json
application/vnd.biopax.rdf+xml
application/vnd.blueice.multipass mpm
#
 application/vnd.bluetooth.ep.oob
application/vnd.bluetooth.le.oob
application/vnd.bmi bmi
application/vnd.businessobjects rep
application/vnd.cab-jscript
application/vnd.canon-cpdl
application/vnd.canon-lips
application/vnd.cendio.thinlinc.clientconf
application/vnd.century-systems.tcp_stream
application/vnd.chemdraw+xml cdxml
application/vnd.chess-pgn
application/vnd.chipnuts.karaoke-mmd mmd
application/vnd.cinderella cdy
application/vnd.cirpack.isdn-ext
application/vnd.citationstyles.style+xml
application/vnd.claymore cla
application/vnd.cloanto.rp9 rp9
application/vnd.clonk.c4group c4g c4d c4f c4p c4u
application/vnd.cluetrust.cartomobile-config c11amc
application/vnd.cluetrust.cartomobile-config-pkg c11amz
application/vnd.coffeescript
application/vnd.collection+json
application/vnd.collection.doc+json
application/vnd.collection.next+json
application/vnd.comicbook+zip
#
 application/vnd.commerce-battelle
application/vnd.commonspace csp
application/vnd.contact.cmsg cdbcmsg
application/vnd.coreos.ignition+json
application/vnd.cosmocaller cmc
application/vnd.crick.clicker clkx
application/vnd.crick.clicker.keyboard clkk
application/vnd.crick.clicker.palette clkp
application/vnd.crick.clicker.template clkt
application/vnd.crick.clicker.wordbank clkw

application/vnd.criticaltools.wbs+xml wbs
application/vnd.ctc-posml pml
application/vnd.ctct.ws+xml
application/vnd.cups-pdf
application/vnd.cups-postscript
application/vnd.cups-ppd ppd
application/vnd.cups-raster
application/vnd.cups-raw
application/vnd.curl
application/vnd.curl.car car
application/vnd.curl.pcurl pcurl
application/vnd.cyan.dean.root+xml
application/vnd.cybank
application/vnd.dart dart
application/vnd.data-vision.rdz rdz
application/vnd.debian.binary-package
application/vnd.dece.data uvf uvvf uvd uvvd
application/vnd.dece.ttml+xml uvt uvvt
application/vnd.dece.unspecified uvx
uvvx
application/vnd.dece.zip uvz uvvz
application/vnd.denovo.fcselayout-link fe_launch
application/vnd.desmume.movie
application/vnd.dir-bi.plate-dl-nosuffix
application/vnd.dm.delegation+xml
application/vnd.dna dna
application/vnd.document+json
application/vnd.dolby.mlp mlp
application/vnd.dolby.mobile.1
application/vnd.dolby.mobile.2
application/vnd.doremir.scorecloud-binary-document
application/vnd.dpgraph dpg
application/vnd.dreamfactory dfac
application/vnd.drive+json
application/vnd.ds-keypoint kpxx
application/vnd.dtg.local
application/vnd.dtg.local.flash
application/vnd.dtg.local.html
application/vnd.dvb.ait ait
application/vnd.dvb.dvbj
application/vnd.dvb.esgcontainer
application/vnd.dvb.ipdcdftnotifaccess
application/vnd.dvb.ipdcesgaccess
application/vnd.dvb.ipdcesgaccess2
application/vnd.dvb.ipdcesgpdd
application/vnd.dvb.ipdcroaming
application/vnd.dvb.iptv.alfec-base
application/vnd.dvb.iptv.alfec-enhancement

```
#
 application/vnd.dvb.notif-aggregate-root+xml
# application/vnd.dvb.notif-container+xml
# application/vnd.dvb.notif-generic+xml
# application/vnd.dvb.notif-ia-msglist+xml
# application/vnd.dvb.notif-ia-registration-request+xml
# application/vnd.dvb.notif-ia-registration-response+xml
# application/vnd.dvb.notif-init+xml
# application/vnd.dvb.pfr
application/vnd.dvb.service   svc
# application/vnd.dxr
application/vnd.dynageo    geo
# application/vnd.dzr
# application/vnd.easykaraoke.cdgdownload
# application/vnd.ecdis-update
application/vnd.ecowin.chart   mag
# application/vnd.ecowin.filerequest
# application/vnd.ecowin.fileupdate
# application/vnd.ecowin.series
# application/vnd.ecowin.seriesrequest
# application/vnd.ecowin.seriesupdate
# application/vnd.emclient.accessrequest+xml
application/vnd.enliven    nml
# application/vnd.enphase.envoy
# application/vnd.eprints.data+xml
application/vnd.epson.esf   esf
application/vnd.epson.msf   msf
application/vnd.epson.quickanime  qam
application/vnd.epson.salt   slt
application/vnd.epson.ssf   ssf
#
 application/vnd.ericsson.quickcall
application/vnd.eszigno3+xml   es3 et3
# application/vnd.etsi.aoc+xml
# application/vnd.etsi.asic-e+zip
# application/vnd.etsi.asic-s+zip
# application/vnd.etsi.cug+xml
# application/vnd.etsi.iptvcommand+xml
# application/vnd.etsi.iptvdiscovery+xml
# application/vnd.etsi.iptvprofile+xml
# application/vnd.etsi.iptvsad-bc+xml
# application/vnd.etsi.iptvsad-cod+xml
# application/vnd.etsi.iptvsad-npvr+xml
# application/vnd.etsi.iptvservice+xml
# application/vnd.etsi.iptvsync+xml
# application/vnd.etsi.iptvueprofile+xml
# application/vnd.etsi.mcid+xml
# application/vnd.etsi.mheg5
```

```
# application/vnd.etsi.overload-control-policy-dataset+xml
# application/vnd.etsi.pstn+xml
# application/vnd.etsi.sci+xml
# application/vnd.etsi.simservs+xml
# application/vnd.etsi.timestamp-token
# application/vnd.etsi.tsl+xml
# application/vnd.etsi.tsl.der
# application/vnd.eudora.data
application/vnd.ezpix-album   ez2
application/vnd.ezpix-package   ez3
#
 application/vnd.f-secure.mobile
# application/vnd.fastcopy-disk-image
application/vnd.fdf    fdf
application/vnd.fdsn.mseed   mseed
application/vnd.fdsn.seed   seed dataless
# application/vnd.ffsns
# application/vnd.filmit.zfc
# application/vnd.fints
# application/vnd.firemonkeys.cloudcell
application/vnd.flographit   gph
application/vnd.fluxtime.clip   ftc
# application/vnd.font-fontforge-sfd
application/vnd.framemaker   fm frame maker book
application/vnd.frogans.fnc   fnc
application/vnd.frogans.ltf   ltf
application/vnd.fsc.weblaunch   fsc
application/vnd.fujitsu.oasys   oas
application/vnd.fujitsu.oasys2   oa2
application/vnd.fujitsu.oasys3   oa3
application/vnd.fujitsu.oasysgp   fg5
application/vnd.fujitsu.oasysprs  bh2
# application/vnd.fujixerox.art-ex
# application/vnd.fujixerox.art4
application/vnd.fujixerox.ddd   ddd
application/vnd.fujixerox.docuworks  xdw
application/vnd.fujixerox.docuworks.binder xbd
# application/vnd.fujixerox.docuworks.container
#
 application/vnd.fujixerox.hbpl
# application/vnd.fut-misnet
application/vnd.fuzzysheet   fzs
application/vnd.genomatix.tuxedo  txd
# application/vnd.geo+json
# application/vnd.geocube+xml
application/vnd.geogebra.file   ggb
application/vnd.geogebra.tool   ggt
application/vnd.geometry-explorer  gex gre
```

application/vnd.geonext gxt
application/vnd.geoplan g2w
application/vnd.geospace g3w
application/vnd.gerber
application/vnd.globalplatform.card-content-mgt
application/vnd.globalplatform.card-content-mgt-response
application/vnd.gmx gmx
application/vnd.google-earth.kml+xml kml
application/vnd.google-earth.kmz kmz
application/vnd.gov.sk.e-form+xml
application/vnd.gov.sk.e-form+zip
application/vnd.gov.sk.xmldatacontainer+xml
application/vnd.grafeq gqf gqs
application/vnd.gridmp
application/vnd.groove-account gac
application/vnd.groove-help ghf
application/vnd.groove-identity-message gim
application/vnd.groove-injector grv
application/vnd.groove-tool-message gtm
application/vnd.groove-tool-template tpl
application/vnd.groove-vcard vcg
#
application/vnd.hal+json
application/vnd.hal+xml hal
application/vnd.handheld-entertainment+xml zmm
application/vnd.hbci hbci
application/vnd.hcl-bireports
application/vnd.hdt
application/vnd.heroku+json
application/vnd.hhe.lesson-player les
application/vnd.hp-hpgl hpgl
application/vnd.hp-hpid hpid
application/vnd.hp-hps hps
application/vnd.hp-jlyt jlt
application/vnd.hp-pcl pcl
application/vnd.hp-pclxl pclxl
application/vnd.httphone
application/vnd.hydrostatix.sof-data sfd-hdstx
application/vnd.hyperdrive+json
application/vnd.hzn-3d-crossword
application/vnd.ibm.afplinedata
application/vnd.ibm.electronic-media
application/vnd.ibm.minipay mpy
application/vnd.ibm.modcap afp listafp list3820
application/vnd.ibm.rights-management irm
application/vnd.ibm.secure-container sc
application/vnd.iccprofile icc icm
#

application/vnd.ieee.1905
application/vnd.igloader igl
application/vnd.immervision-ivp ivp
application/vnd.immervision-ivu ivu
application/vnd.ims.imsccv1p1
application/vnd.ims.imsccv1p2
application/vnd.ims.imsccv1p3
application/vnd.ims.lis.v2.result+json
application/vnd.ims.lti.v2.toolconsumerprofile+json
application/vnd.ims.lti.v2.toolproxy+json
application/vnd.ims.lti.v2.toolproxy.id+json
application/vnd.ims.lti.v2.toolsettings+json
application/vnd.ims.lti.v2.toolsettings.simple+json
application/vnd.informedcontrol.rms+xml
application/vnd.informix-visionary
application/vnd.infotech.project
application/vnd.infotech.project+xml
application/vnd.innopath.wamp.notification
application/vnd.insors.igm igm
application/vnd.intercon.formnet xpw xpx
application/vnd.intergeo i2g
application/vnd.intertrust.digibox
application/vnd.intertrust.nncp
application/vnd.intu.qbo qbo
application/vnd.intu.qfx qfx
application/vnd.iptc.g2.catalogitem+xml
application/vnd.iptc.g2.conceptitem+xml
#
application/vnd.iptc.g2.knowledgeitem+xml
application/vnd.iptc.g2.newsitem+xml
application/vnd.iptc.g2.newsmessage+xml
application/vnd.iptc.g2.packageitem+xml
application/vnd.iptc.g2.planningitem+xml
application/vnd.ipunplugged.rcprofile rcprofile
application/vnd.irepository.package+xml irp
application/vnd.is-xpr xpr
application/vnd.isac.fcs fcs
application/vnd.jam jam
application/vnd.japannet-directory-service
application/vnd.japannet-jpnstore-wakeup
application/vnd.japannet-payment-wakeup
application/vnd.japannet-registration
application/vnd.japannet-registration-wakeup
application/vnd.japannet-setstore-wakeup
application/vnd.japannet-verification
application/vnd.japannet-verification-wakeup
application/vnd.jcp.javame.midlet-rms rms
application/vnd.jisp jisp

application/vnd.joost.joda-archive joda
application/vnd.jsk.isdn-ngn
application/vnd.kahootz ktz ktr
application/vnd.kde.karbon karbon
application/vnd.kde.kchart chrt
application/vnd.kde.kformula kfo
application/vnd.kde.kivio flw
application/vnd.kde.kontour kon
application/vnd.kde.kpresenter kpr
kpt
application/vnd.kde.kspread ksp
application/vnd.kde.kword kwd kwt
application/vnd.kenameaapp htke
application/vnd.kidspiration kia
application/vnd.kinar kne knp
application/vnd.koan skp skd skt skm
application/vnd.kodak-descriptor sse
application/vnd.las.las+xml lasxml
application/vnd.liberty-request+xml
application/vnd.llamagraphics.life-balance.desktop lbd
application/vnd.llamagraphics.life-balance.exchange+xml lbe
application/vnd.lotus-1-2-3 123
application/vnd.lotus-approach apr
application/vnd.lotus-freelance pre
application/vnd.lotus-notes nsf
application/vnd.lotus-organizer org
application/vnd.lotus-screencam scm
application/vnd.lotus-wordpro lwp
application/vnd.macports.portpkg portpkg
application/vnd.mapbox-vector-tile
application/vnd.marlin.drm.actiontoken+xml
application/vnd.marlin.drm.conftoken+xml
#
application/vnd.marlin.drm.license+xml
application/vnd.marlin.drm.mdcf
application/vnd.mason+json
application/vnd.maxmind.maxmind-db
application/vnd.mcd mcd
application/vnd.medcalcdata mc1
application/vnd.mediastation.cdkey cdkey
application/vnd.meridian-slingshot
application/vnd.mfer mwf
application/vnd.mfmp mfm
application/vnd.micro+json
application/vnd.micrografx.flo flo
application/vnd.micrografx.igx igx
application/vnd.microsoft.portable-executable
application/vnd.miele+json

application/vnd.mif mif
application/vnd.minisoft-hp3000-save
application/vnd.mitsubishi.misty-guard.trustweb
application/vnd.mobius.daf daf
application/vnd.mobius.dis dis
application/vnd.mobius.mbk mbk
application/vnd.mobius.mqy mqy
application/vnd.mobius.msl msl
application/vnd.mobius.plc plc
application/vnd.mobius.txf txf
application/vnd.mophun.application mpn
application/vnd.mophun.certificate mpc
application/vnd.motorola.flexsuite
#
application/vnd.motorola.flexsuite.adsi
application/vnd.motorola.flexsuite.fis
application/vnd.motorola.flexsuite.gotap
application/vnd.motorola.flexsuite.kmr
application/vnd.motorola.flexsuite.ttc
application/vnd.motorola.flexsuite.wem
application/vnd.motorola.iprm
application/vnd.mozilla.xul+xml xul
application/vnd.ms-3mfdocument
application/vnd.ms-artgalry cil
application/vnd.ms-asf
application/vnd.ms-cab-compressed cab
application/vnd.ms-color.iccprofile
application/vnd.ms-excel xls xlm xla xlc xlt xlw
application/vnd.ms-excel.addin.macroenabled.12 xlam
application/vnd.ms-excel.sheet.binary.macroenabled.12 xlsb
application/vnd.ms-excel.sheet.macroenabled.12 xlsm
application/vnd.ms-excel.template.macroenabled.12 xltm
application/vnd.ms-fontobject eot
application/vnd.ms-htmlhelp chm
application/vnd.ms-ims ims
application/vnd.ms-lrm lrm
application/vnd.ms-office.activex+xml
application/vnd.ms-officetheme thmx
application/vnd.ms-opentype
#
application/vnd.ms-package.obfuscated-opentype
application/vnd.ms-pki.seccat cat
application/vnd.ms-pki.stl stl
application/vnd.ms-playready.initiator+xml
application/vnd.ms-powerpoint ppt pps pot
application/vnd.ms-powerpoint.addin.macroenabled.12 ppam
application/vnd.ms-powerpoint.presentation.macroenabled.12 pptm
application/vnd.ms-powerpoint.slide.macroenabled.12 sldm

application/vnd.ms-powerpoint.slideshow.macroenabled.12 ppsm
application/vnd.ms-powerpoint.template.macroenabled.12 potm
application/vnd.ms-printdevicecapabilities+xml
application/vnd.ms-printing.printticket+xml
application/vnd.ms-printschematicket+xml
application/vnd.ms-project mpp mpt
application/vnd.ms-tnef
application/vnd.ms-windows.devicepairing
application/vnd.ms-windows.nwprinting.oob
application/vnd.ms-windows.printerpairing
application/vnd.ms-windows.wsd.oob
application/vnd.ms-wmdrm.lic-chlg-req
application/vnd.ms-wmdrm.lic-resp
application/vnd.ms-wmdrm.meter-chlg-req
#
application/vnd.ms-wmdrm.meter-resp
application/vnd.ms-word.document.macroenabled.12 docm
application/vnd.ms-word.template.macroenabled.12 dotm
application/vnd.ms-works wps wks wcm wdb
application/vnd.ms-wpl wpl
application/vnd.ms-xpsdocument xps
application/vnd.msa-disk-image
application/vnd.mseq mseq
application/vnd.msign
application/vnd.multiad.creator
application/vnd.multiad.creator.cif
application/vnd.music-niff
application/vnd.musician mus
application/vnd.muvee.style msty
application/vnd.mynfc taglet
application/vnd.ncd.control
application/vnd.ncd.reference
application/vnd.nervana
application/vnd.netfpx
application/vnd.neurolanguage.nlu nlu
application/vnd.nintendo.nitro.rom
application/vnd.nintendo.snes.rom
application/vnd.nitf ntf nitf
application/vnd.noblenet-directory nnd
application/vnd.noblenet-sealer nns
application/vnd.noblenet-web nnw
application/vnd.nokia.catalogs
application/vnd.nokia.conml+wbxml
application/vnd.nokia.conml+xml
#
application/vnd.nokia.iptv.config+xml
application/vnd.nokia.isds-radio-presets
application/vnd.nokia.landmark+wbxml

application/vnd.nokia.landmark+xml
application/vnd.nokia.landmarkcollection+xml
application/vnd.nokia.n-gage.ac+xml
application/vnd.nokia.n-gage.data ngdat
application/vnd.nokia.n-gage.symbian.install n-gage
application/vnd.nokia.ncd
application/vnd.nokia.pcd+wbxml
application/vnd.nokia.pcd+xml
application/vnd.nokia.radio-preset rpst
application/vnd.nokia.radio-presets rpss
application/vnd.novadigm.edm edm
application/vnd.novadigm.edx edx
application/vnd.novadigm.ext ext
application/vnd.ntt-local.content-share
application/vnd.ntt-local.file-transfer
application/vnd.ntt-local.ogw_remote-access
application/vnd.ntt-local.sip-ta_remote
application/vnd.ntt-local.sip-ta_tcp_stream
application/vnd.oasis.opendocument.chart odc
application/vnd.oasis.opendocument.chart-template otc
application/vnd.oasis.opendocument.database odb
application/vnd.oasis.opendocument.formula odf
application/vnd.oasis.opendocument.formula-template odft
application/vnd.oasis.opendocument.graphics odg
application/vnd.oasis.opendocument.graphics-template otg
application/vnd.oasis.opendocument.image odi
application/vnd.oasis.opendocument.image-template oti
application/vnd.oasis.opendocument.presentation odp
application/vnd.oasis.opendocument.presentation-template otp
application/vnd.oasis.opendocument.spreadsheet ods
application/vnd.oasis.opendocument.spreadsheet-template ots
application/vnd.oasis.opendocument.text odt
application/vnd.oasis.opendocument.text-master odm
application/vnd.oasis.opendocument.text-template ott
application/vnd.oasis.opendocument.text-web oth
#
application/vnd.obn
application/vnd.oftn.l10n+json
application/vnd.oipf.contentaccessdownload+xml
application/vnd.oipf.contentaccessstreaming+xml
application/vnd.oipf.cspg-hexbinary
application/vnd.oipf.dae.svg+xml
application/vnd.oipf.dae.xhtml+xml
#
application/vnd.oipf.mippvcontrolmessage+xml
application/vnd.oipf.pae.gem
application/vnd.oipf.spdiscovery+xml
application/vnd.oipf.spdlist+xml

```
# application/vnd.oipf.ueprofile+xml
# application/vnd.oipf.userprofile+xml
application/vnd.olpc-sugar   xo
# application/vnd.oma-scws-config
# application/vnd.oma-scws-http-request
# application/vnd.oma-scws-http-response
# application/vnd.oma.bcast.associated-procedure-parameter+xml
# application/vnd.oma.bcast.drm-trigger+xml
# application/vnd.oma.bcast.imd+xml
# application/vnd.oma.bcast.ltkm
# application/vnd.oma.bcast.notification+xml
# application/vnd.oma.bcast.provisioningtrigger
# application/vnd.oma.bcast.sgboot
# application/vnd.oma.bcast.sgdd+xml
# application/vnd.oma.bcast.sgdu
# application/vnd.oma.bcast.simple-symbol-container
# application/vnd.oma.bcast.smartcard-trigger+xml
# application/vnd.oma.bcast.sprov+xml
# application/vnd.oma.bcast.stkm
# application/vnd.oma.cab-address-book+xml
# application/vnd.oma.cab-feature-handler+xml
#
 application/vnd.oma.cab-pcc+xml
# application/vnd.oma.cab-subs-invite+xml
# application/vnd.oma.cab-user-prefs+xml
# application/vnd.oma.dcd
# application/vnd.oma.dcdc
application/vnd.oma.dd2+xml   dd2
# application/vnd.oma.drm.risd+xml
# application/vnd.oma.group-usage-list+xml
# application/vnd.oma.lwm2m+json
# application/vnd.oma.lwm2m+tlv
# application/vnd.oma.pal+xml
# application/vnd.oma.poc.detailed-progress-report+xml
# application/vnd.oma.poc.final-report+xml
# application/vnd.oma.poc.groups+xml
# application/vnd.oma.poc.invocation-descriptor+xml
# application/vnd.oma.poc.optimized-progress-report+xml
# application/vnd.oma.push
# application/vnd.oma.scidm.messages+xml
# application/vnd.oma.xcap-directory+xml
# application/vnd.omads-email+xml
# application/vnd.omads-file+xml
# application/vnd.omads-folder+xml
# application/vnd.omaloc-supl-init
# application/vnd.onepager
# application/vnd.openblox.game+xml
# application/vnd.openblox.game-binary
```

application/vnd.openeye.oeb
application/vnd.openofficeorg.extension oxt
#
 application/vnd.openxmlformats-officedocument.custom-properties+xml
application/vnd.openxmlformats-officedocument.customxmlproperties+xml
application/vnd.openxmlformats-officedocument.drawing+xml
application/vnd.openxmlformats-officedocument.drawingml.chart+xml
application/vnd.openxmlformats-officedocument.drawingml.chartshapes+xml
application/vnd.openxmlformats-officedocument.drawingml.diagramcolors+xml
application/vnd.openxmlformats-officedocument.drawingml.diagramdata+xml
application/vnd.openxmlformats-officedocument.drawingml.diagramlayout+xml
application/vnd.openxmlformats-officedocument.drawingml.diagramstyle+xml
application/vnd.openxmlformats-officedocument.extended-properties+xml
application/vnd.openxmlformats-officedocument.presentationml.commentauthors+xml
application/vnd.openxmlformats-officedocument.presentationml.comments+xml
application/vnd.openxmlformats-officedocument.presentationml.handoutmaster+xml
#
 application/vnd.openxmlformats-officedocument.presentationml.notesmaster+xml
application/vnd.openxmlformats-officedocument.presentationml.notesslide+xml
application/vnd.openxmlformats-officedocument.presentationml.presentation pptx
application/vnd.openxmlformats-officedocument.presentationml.presentation.main+xml
application/vnd.openxmlformats-officedocument.presentationml.presprops+xml
application/vnd.openxmlformats-officedocument.presentationml.slide sldx
application/vnd.openxmlformats-officedocument.presentationml.slide+xml
application/vnd.openxmlformats-officedocument.presentationml.slidelayout+xml
application/vnd.openxmlformats-officedocument.presentationml.slidemaster+xml
application/vnd.openxmlformats-officedocument.presentationml.slideshow ppsx
application/vnd.openxmlformats-officedocument.presentationml.slideshow.main+xml
application/vnd.openxmlformats-officedocument.presentationml.slideupdateinfo+xml
application/vnd.openxmlformats-officedocument.presentationml.tablestyles+xml
#
 application/vnd.openxmlformats-officedocument.presentationml.tags+xml
application/vnd.openxmlformats-officedocument.presentationml.template potx
application/vnd.openxmlformats-officedocument.presentationml.template.main+xml
application/vnd.openxmlformats-officedocument.presentationml.viewprops+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.calcchain+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.chartsheet+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.comments+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.connections+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.dialogsheet+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.externallink+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.pivotcachedefinition+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.pivotcacherecords+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.pivottable+xml
#
 application/vnd.openxmlformats-officedocument.spreadsheetml.querytable+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.revisionheaders+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.revisionlog+xml

application/vnd.openxmlformats-officedocument.spreadsheetml.sharedstrings+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.sheet xlsx
application/vnd.openxmlformats-officedocument.spreadsheetml.sheet.main+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.sheetmetadata+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.styles+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.table+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.tablesinglecells+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.template xltx
application/vnd.openxmlformats-officedocument.spreadsheetml.template.main+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.usernames+xml
#
 application/vnd.openxmlformats-officedocument.spreadsheetml.volatiledependencies+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.worksheet+xml
application/vnd.openxmlformats-officedocument.theme+xml
application/vnd.openxmlformats-officedocument.themeoverride+xml
application/vnd.openxmlformats-officedocument.vmldrawing
application/vnd.openxmlformats-officedocument.wordprocessingml.comments+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.document docx
application/vnd.openxmlformats-officedocument.wordprocessingml.document.glossary+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.document.main+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.endnotes+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.fonttable+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.footer+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.footnotes+xml
#
 application/vnd.openxmlformats-officedocument.wordprocessingml.numbering+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.settings+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.styles+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.template dotx
application/vnd.openxmlformats-officedocument.wordprocessingml.template.main+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.websettings+xml
application/vnd.openxmlformats-package.core-properties+xml
application/vnd.openxmlformats-package.digital-signature-xmlsignature+xml
application/vnd.openxmlformats-package.relationships+xml
application/vnd.oracle.resource+json
application/vnd.orange.indata
application/vnd.osa.netdeploy
application/vnd.osgeo.mapguide.package mgp
application/vnd.osgi.bundle
application/vnd.osgi.dp   dp
application/vnd.osgi.subsystem   esa
application/vnd.otps.ct-kip+xml
application/vnd.oxli.countgraph
#
 application/vnd.pagerduty+json
application/vnd.palm   pdb pqa oprc
application/vnd.panoply
application/vnd.paos.xml

application/vnd.pawaafile paw
application/vnd.pcos
application/vnd.pg.format str
application/vnd.pg.osasli ei6
application/vnd.piaccess.application-licence
application/vnd.picsel efif
application/vnd.pmi.widget wg
application/vnd.poc.group-advertisement+xml
application/vnd.pocketlearn plf
application/vnd.powerbuilder6 pbd
application/vnd.powerbuilder6-s
application/vnd.powerbuilder7
application/vnd.powerbuilder7-s
application/vnd.powerbuilder75
application/vnd.powerbuilder75-s
application/vnd.preminet
application/vnd.previewsystems.box box
application/vnd.proteus.magazine mgz
application/vnd.publishare-delta-tree qps
application/vnd.pvi.ptid1 ptid
application/vnd.pwg-multiplexed
application/vnd.pwg-xhtml-print+xml
application/vnd.qualcomm.brew-app-res
application/vnd.quarantainenet
application/vnd.quark.quarkxpress qxd
qxt qwd qwt qxl qxb
application/vnd.quobject-quoxdocument
application/vnd.radisys.moml+xml
application/vnd.radisys.msml+xml
application/vnd.radisys.msml-audit+xml
application/vnd.radisys.msml-audit-conf+xml
application/vnd.radisys.msml-audit-conn+xml
application/vnd.radisys.msml-audit-dialog+xml
application/vnd.radisys.msml-audit-stream+xml
application/vnd.radisys.msml-conf+xml
application/vnd.radisys.msml-dialog+xml
application/vnd.radisys.msml-dialog-base+xml
application/vnd.radisys.msml-dialog-fax-detect+xml
application/vnd.radisys.msml-dialog-fax-sendrecv+xml
application/vnd.radisys.msml-dialog-group+xml
application/vnd.radisys.msml-dialog-speech+xml
application/vnd.radisys.msml-dialog-transform+xml
application/vnd.rainstor.data
application/vnd.rapid
application/vnd.rar
application/vnd.realvnc.bed bed
application/vnd.recordare.musicxml mxl
application/vnd.recordare.musicxml+xml musicxml

```
# application/vnd.renlearn.rlprint
application/vnd.rig.cryptonote   cryptonote
application/vnd.rim.cod    cod
application/vnd.rn-realmedia   rm
application/vnd.rn-realmedia-vbr  rmvb
application/vnd.route66.link66+xml  link66
#
 application/vnd.rs-274x
# application/vnd.ruckus.download
# application/vnd.s3sms
application/vnd.sailingtracker.track  st
# application/vnd.sbm.cid
# application/vnd.sbm.mid2
# application/vnd.scribus
# application/vnd.sealed.3df
# application/vnd.sealed.csf
# application/vnd.sealed.doc
# application/vnd.sealed.eml
# application/vnd.sealed.mht
# application/vnd.sealed.net
# application/vnd.sealed.ppt
# application/vnd.sealed.tiff
# application/vnd.sealed.xls
# application/vnd.sealedmedia.softseal.html
# application/vnd.sealedmedia.softseal.pdf
application/vnd.seemail    see
application/vnd.sema    sema
application/vnd.semd    semd
application/vnd.semf    semf
application/vnd.shana.informed.formdata  ifm
application/vnd.shana.informed.formtemplate itp
application/vnd.shana.informed.interchange iif
application/vnd.shana.informed.package  ipk
application/vnd.simtech-mindmapper  twd
 twds
# application/vnd.siren+json
application/vnd.smaf    mmf
# application/vnd.smart.notebook
application/vnd.smart.teacher   teacher
# application/vnd.software602.filler.form+xml
# application/vnd.software602.filler.form-xml-zip
application/vnd.solent.sdkm+xml   sdkm sdkd
application/vnd.spotfire.dxp   dxp
application/vnd.spotfire.sfs   sfs
# application/vnd.sss-cod
# application/vnd.sss-dtf
# application/vnd.sss-ntf
application/vnd.stardivision.calc  sdc
```

application/vnd.stardivision.draw sda
application/vnd.stardivision.impress sdd
application/vnd.stardivision.math smf
application/vnd.stardivision.writer sdw vor
application/vnd.stardivision.writer-global sgl
application/vnd.stepmania.package smzip
application/vnd.stepmania.stepchart sm
application/vnd.street-stream
application/vnd.sun.wadl+xml
application/vnd.sun.xml.calc sxc
application/vnd.sun.xml.calc.template stc
application/vnd.sun.xml.draw sxd
application/vnd.sun.xml.draw.template std
application/vnd.sun.xml.impress sxi
application/vnd.sun.xml.impress.template sti
application/vnd.sun.xml.math sxm
application/vnd.sun.xml.writer sxw
application/vnd.sun.xml.writer.global sxg
application/vnd.sun.xml.writer.template stw
application/vnd.sus-calendar sus
susp
application/vnd.svd svd
application/vnd.swiftview-ics
application/vnd.symbian.install sis sisx
application/vnd.syncml+xml xsm
application/vnd.syncml.dm+wbxml bdm
application/vnd.syncml.dm+xml xdm
application/vnd.syncml.dm.notification
application/vnd.syncml.dmddf+wbxml
application/vnd.syncml.dmddf+xml
application/vnd.syncml.dmtnds+wbxml
application/vnd.syncml.dmtnds+xml
application/vnd.syncml.ds.notification
application/vnd.tao.intent-module-archive tao
application/vnd.tcpdump.pcap pcap cap dmp
application/vnd.tmd.mediaflex.api+xml
application/vnd.tml
application/vnd.tmobile-livetv tmo
application/vnd.trid.tpt tpt
application/vnd.triscape.mxs mxs
application/vnd.trueapp tra
#
application/vnd.truedoc
application/vnd.ubisoft.webplayer
application/vnd.ufdl ufd ufdl
application/vnd.uiq.theme utz
application/vnd.umajin umj
application/vnd.unity unityweb

application/vnd.uoml+xml uoml
application/vnd.uplanet.alert
application/vnd.uplanet.alert-wbxml
application/vnd.uplanet.bearer-choice
application/vnd.uplanet.bearer-choice-wbxml
application/vnd.uplanet.cacheop
application/vnd.uplanet.cacheop-wbxml
application/vnd.uplanet.channel
application/vnd.uplanet.channel-wbxml
application/vnd.uplanet.list
application/vnd.uplanet.list-wbxml
application/vnd.uplanet.listcmd
application/vnd.uplanet.listcmd-wbxml
application/vnd.uplanet.signal
application/vnd.uri-map
application/vnd.valve.source.material
application/vnd.vcx vcx
application/vnd.vd-study
application/vnd.vectorworks
application/vnd.vel+json
application/vnd.verimatrix.vcas
application/vnd.vidsoft.vidconference
application/vnd.visio vsd
vst vss vsw
application/vnd.visionary vis
application/vnd.vividence.scriptfile
application/vnd.vsf vsf
application/vnd.wap.sic
application/vnd.wap.slc
application/vnd.wap.wbxml wbxml
application/vnd.wap.wmlc wmlc
application/vnd.wap.wmlscriptc wmlsc
application/vnd.webturbo wtb
application/vnd.wfa.p2p
application/vnd.wfa.wsc
application/vnd.windows.devicepairing
application/vnd.wmc
application/vnd.wmf.bootstrap
application/vnd.wolfram.mathematica
application/vnd.wolfram.mathematica.package
application/vnd.wolfram.player nbp
application/vnd.wordperfect wpd
application/vnd.wqd wqd
application/vnd.wrq-hp3000-labelled
application/vnd.wt.stf stf
application/vnd.wv.csp+wbxml
application/vnd.wv.csp+xml
application/vnd.wv.ssp+xml

```
# application/vnd.xacml+json
application/vnd.xara    xar
application/vnd.xfdl    xfdl
# application/vnd.xfdl.webform
# application/vnd.xmi+xml
# application/vnd.xmpie.cpkg
#
 application/vnd.xmpie.dpkg
# application/vnd.xmpie.plan
# application/vnd.xmpie.ppkg
# application/vnd.xmpie.xlim
application/vnd.yamaha.hv-dic   hvd
application/vnd.yamaha.hv-script  hvs
application/vnd.yamaha.hv-voice   hvp
application/vnd.yamaha.openscoreformat   osf
application/vnd.yamaha.openscoreformat.osfpvg+xml osfpvg
# application/vnd.yamaha.remote-setup
application/vnd.yamaha.smaf-audio  saf
application/vnd.yamaha.smaf-phrase  spf
# application/vnd.yamaha.through-ngn
# application/vnd.yamaha.tunnel-udpencap
# application/vnd.yaoweme
application/vnd.yellowriver-custom-menu  cmp
application/vnd.zul    zir zirz
application/vnd.zzazz.deck+xml   zaz
application/voicexml+xml   vxml
# application/vq-rtcpxr
# application/watcherinfo+xml
# application/whoispp-query
# application/whoispp-response
application/widget    wgt
application/winhlp    hlp
# application/wita
# application/wordperfect5.1
application/wsdl+xml    wsdl
application/wspolicy+xml   wspolicy
application/x-7z-compressed   7z
application/x-abiword    abw
application/x-ace-compressed   ace
#
 application/x-amf
application/x-apple-diskimage   dmg
application/x-authorware-bin   aab x32 u32 vox
application/x-authorware-map   aam
application/x-authorware-seg   aas
application/x-bcpio    bcpio
application/x-bittorrent   torrent
application/x-blorb    blb blorb
```

application/x-bzip bz
application/x-bzip2 bz2 boz
application/x-cbr cbr cba cbt cbz cb7
application/x-cdlink vcd
application/x-cfs-compressed cfs
application/x-chat chat
application/x-chess-pgn pgn
application/x-compress
application/x-conference nsc
application/x-cpio cpio
application/x-csh csh
application/x-debian-package deb udeb
application/x-dgc-compressed dgc
application/x-director dir dcr dxr cst cct cxt w3d fgd swa
application/x-doom wad
application/x-dtbncx+xml ncx
application/x-dtbook+xml dtb
application/x-dtbresource+xml res
application/x-dvi dvi
application/x-envoy evy
application/x-eva eva
application/x-font-bdf bdf
#
application/x-font-dos
application/x-font-framemaker
application/x-font-ghostscript gsf
application/x-font-libgrx
application/x-font-linux-psf psf
application/x-font-pcf pcf
application/x-font-snf snf
application/x-font-speedo
application/x-font-sunos-news
application/x-font-type1 pfa pfb pfm afm
application/x-font-vfont
application/x-freearc arc
application/x-futuresplash spl
application/x-gca-compressed gca
application/x-glulx ulx
application/x-gnumeric gnumeric
application/x-gramps-xml gramps
application/x-gtar gtar
application/x-gzip
application/x-hdf hdf
application/x-install-instructions install
application/x-iso9660-image iso
application/x-java-jnlp-file jnlp
application/x-latex latex
application/x-lzh-compressed lzh lha

application/x-mie mie
application/x-mobipocket-ebook prc mobi
application/x-ms-application application
application/x-ms-shortcut lnk
application/x-ms-wmd wmd
application/x-ms-wmz wmz
application/x-ms-xbap xbap
application/x-msaccess mdb
application/x-msbinder obd
application/x-mscardfile crd
application/x-msclip clp
application/x-msdownload exe
dll com bat msi
application/x-msmediaview mvb m13 m14
application/x-msmetafile wmf wmz emf emz
application/x-msmoney mny
application/x-mspublisher pub
application/x-msschedule scd
application/x-msterminal trm
application/x-mswrite wri
application/x-netcdf nc cdf
application/x-nzb nzb
application/x-pkcs12 p12 pfx
application/x-pkcs7-certificates p7b spc
application/x-pkcs7-certreqresp p7r
application/x-rar-compressed rar
application/x-research-info-systems ris
application/x-sh sh
application/x-shar shar
application/x-shockwave-flash swf
application/x-silverlight-app xap
application/x-sql sql
application/x-stuffit sit
application/x-stuffitx sitx
application/x-subrip srt
application/x-sv4cpio sv4cpio
application/x-sv4crc sv4crc
application/x-t3vm-image t3
application/x-tads gam
application/x-tar tar
application/x-tcl tcl
application/x-tex tex
application/x-tex-tfm tfm
application/x-texinfo texinfo
texi
application/x-tgif obj
application/x-ustar ustar
application/x-wais-source src

```
# application/x-www-form-urlencoded
application/x-x509-ca-cert   der crt
application/x-xfig    fig
application/x-xliff+xml    xlf
application/x-xpinstall    xpi
application/x-xz    xz
application/x-zmachine    z1 z2 z3 z4 z5 z6 z7 z8
# application/x400-bp
# application/xacml+xml
application/xaml+xml    xaml
# application/xcap-att+xml
# application/xcap-caps+xml
application/xcap-diff+xml   xdf
# application/xcap-el+xml
# application/xcap-error+xml
# application/xcap-ns+xml
# application/xcon-conference-info+xml
# application/xcon-conference-info-diff+xml
application/xenc+xml    xenc
application/xhtml+xml    xhtml xht
# application/xhtml-voice+xml
application/xml     xml xsl
application/xml-dtd    dtd
#
 application/xml-external-parsed-entity
# application/xml-patch+xml
# application/xmpp+xml
application/xop+xml    xop
application/xproc+xml    xpl
application/xslt+xml    xslt
application/xspf+xml    xspf
application/xv+xml    mxml xhvml xvml xvm
application/yang    yang
application/yin+xml    yin
application/zip     zip
# application/zlib
# audio/1d-interleaved-parityfec
# audio/32kadpcm
# audio/3gpp
# audio/3gpp2
# audio/ac3
audio/adpcm     adp
# audio/amr
# audio/amr-wb
# audio/amr-wb+
# audio/aptx
# audio/asc
# audio/atrac-advanced-lossless
```

```
# audio/atrac-x
# audio/atrac3
audio/basic     au snd
# audio/bv16
# audio/bv32
# audio/clearmode
# audio/cn
# audio/dat12
# audio/dls
# audio/dsr-es201108
# audio/dsr-es202050
# audio/dsr-es202211
# audio/dsr-es202212
# audio/dv
# audio/dvi4
# audio/eac3
# audio/encaprtp
# audio/evrc
# audio/evrc-qcp
# audio/evrc0
# audio/evrc1
# audio/evrcb
# audio/evrcb0
# audio/evrcb1
# audio/evrcnw
# audio/evrcnw0
# audio/evrcnw1
# audio/evrcwb
# audio/evrcwb0
#
 audio/evrcwb1
# audio/evs
# audio/example
# audio/fwdred
# audio/g711-0
# audio/g719
# audio/g722
# audio/g7221
# audio/g723
# audio/g726-16
# audio/g726-24
# audio/g726-32
# audio/g726-40
# audio/g728
# audio/g729
# audio/g7291
# audio/g729d
# audio/g729e
```

```
# audio/gsm
# audio/gsm-efr
# audio/gsm-hr-08
# audio/ilbc
# audio/ip-mr_v2.5
# audio/isac
# audio/l16
# audio/l20
# audio/l24
# audio/l8
# audio/lpc
audio/midi     mid midi kar rmi
# audio/mobile-xmf
audio/mp4     m4a mp4a
# audio/mp4a-latm
# audio/mpa
# audio/mpa-robust
audio/mpeg     mpga mp2 mp2a mp3 m2a m3a
# audio/mpeg4-generic
# audio/musepack
audio/ogg     oga ogg spx
# audio/opus
# audio/parityfec
# audio/pcma
# audio/pcma-wb
# audio/pcmu
# audio/pcmu-wb
# audio/prs.sid
# audio/qcelp
# audio/raptorfec
# audio/red
# audio/rtp-enc-aescm128
# audio/rtp-midi
# audio/rtploopback
# audio/rtx
audio/s3m     s3m
audio/silk     sil
# audio/smv
# audio/smv-qcp
# audio/smv0
# audio/sp-midi
# audio/speex
# audio/t140c
# audio/t38
#
 audio/telephone-event
# audio/tone
# audio/uemclip
```

```
# audio/ulpfec
# audio/vdvi
# audio/vmr-wb
# audio/vnd.3gpp.iufp
# audio/vnd.4sb
# audio/vnd.audiokoz
# audio/vnd.celp
# audio/vnd.cisco.nse
# audio/vnd.cmles.radio-events
# audio/vnd.cns.anp1
# audio/vnd.cns.inf1
audio/vnd.dece.audio    uva uvva
audio/vnd.digital-winds    eol
# audio/vnd.dlna.adts
# audio/vnd.dolby.heaac.1
# audio/vnd.dolby.heaac.2
# audio/vnd.dolby.mlp
# audio/vnd.dolby.mps
# audio/vnd.dolby.pl2
# audio/vnd.dolby.pl2x
# audio/vnd.dolby.pl2z
# audio/vnd.dolby.pulse.1
audio/vnd.dra     dra
audio/vnd.dts     dts
audio/vnd.dts.hd    dtshd
# audio/vnd.dvb.file
# audio/vnd.everad.plj
# audio/vnd.hns.audio
audio/vnd.lucent.voice    lvp
audio/vnd.ms-playready.media.pya  pya
# audio/vnd.nokia.mobile-xmf
# audio/vnd.nortel.vbk
audio/vnd.nuera.ecelp4800   ecelp4800
audio/vnd.nuera.ecelp7470   ecelp7470
audio/vnd.nuera.ecelp9600   ecelp9600
# audio/vnd.octel.sbc
# audio/vnd.qcelp
# audio/vnd.rhetorex.32kadpcm
audio/vnd.rip     rip
#
 audio/vnd.sealedmedia.softseal.mpeg
# audio/vnd.vmx.cvsd
# audio/vorbis
# audio/vorbis-config
audio/webm     weba
audio/x-aac     aac
audio/x-aiff     aif aiff aifc
audio/x-caf     caf
```

audio/x-flac flac
audio/x-matroska mka
audio/x-mpegurl m3u
audio/x-ms-wax wax
audio/x-ms-wma wma
audio/x-pn-realaudio ram ra
audio/x-pn-realaudio-plugin rmp
audio/x-tta
audio/x-wav wav
audio/xm xm
chemical/x-cdx cdx
chemical/x-cif cif
chemical/x-cmdf cmdf
chemical/x-cml cml
chemical/x-csml csml
chemical/x-pdb
chemical/x-xyz xyz
font/collection ttc
font/otf otf
font/sfnt
font/ttf ttf
font/woff woff
font/woff2 woff2
image/bmp bmp
image/cgm cgm
image/dicom-rle
image/emf
image/example
image/fits
image/g3fax g3
image/gif gif
image/ief ief
image/jls
image/jp2
image/jpeg jpeg jpg jpe
image/jpm
image/jpx
image/ktx ktx
image/naplps
image/png png
image/prs.btif btif
image/prs.pti
#
image/pwg-raster
image/sgi sgi
image/svg+xml svg svgz
image/t38
image/tiff tiff tif

image/tiff-fx
image/vnd.adobe.photoshop psd
image/vnd.airzip.accelerator.azv
image/vnd.cns.inf2
image/vnd.dece.graphic uvi uvvi uvg uvvg
image/vnd.djvu djvu djv
image/vnd.dvb.subtitle sub
image/vnd.dwg dwg
image/vnd.dxf dxf
image/vnd.fastbidsheet fbs
image/vnd.fpx fpx
image/vnd.fst fst
image/vnd.fujixerox.edmics-mmr mmr
image/vnd.fujixerox.edmics-rlc rlc
image/vnd.globalgraphics.pgb
image/vnd.microsoft.icon
image/vnd.mix
image/vnd.mozilla.apng
image/vnd.ms-modi mdi
image/vnd.ms-photo wdp
image/vnd.net-fpx npx
image/vnd.radiance
image/vnd.sealed.png
image/vnd.sealedmedia.softseal.gif
image/vnd.sealedmedia.softseal.jpg
image/vnd.svf
image/vnd.tencent.tap
image/vnd.valve.source.texture
image/vnd.wap.wbmp wbmp
image/vnd.xiff xif
image/vnd.zbrush.pcx
image/webp webp
image/wmf
image/x-3ds 3ds
image/x-cmu-raster ras
image/x-cmx cmx
image/x-freehand fh
fhc fh4 fh5 fh7
image/x-icon ico
image/x-mrsid-image sid
image/x-pcx pcx
image/x-pict pic pct
image/x-portable-anymap pnm
image/x-portable-bitmap pbm
image/x-portable-graymap pgm
image/x-portable-pixmap ppm
image/x-rgb rgb
image/x-tga tga

image/x-xbitmap xbm
image/x-xpixmap xpm
image/x-xwindowdump xwd
message/cpim
message/delivery-status
message/disposition-notification
message/example
message/external-body
message/feedback-report
message/global
message/global-delivery-status
message/global-disposition-notification
message/global-headers
message/http
message/imdn+xml
message/news
message/partial
message/rfc822 eml mime
message/s-http
message/sip
message/sipfrag
message/tracking-status
message/vnd.si.simp
message/vnd.wfa.wsc
model/example
model/gltf+json
model/iges igs iges
model/mesh msh mesh silo
model/vnd.collada+xml dae
model/vnd.dwf dwf
#
model/vnd.flatland.3dml
model/vnd.gdl gdl
model/vnd.gs-gdl
model/vnd.gs.gdl
model/vnd.gtw gtw
model/vnd.momml+xml
model/vnd.mts mts
model/vnd.opengex
model/vnd.parasolid.transmit.binary
model/vnd.parasolid.transmit.text
model/vnd.rosette.annotated-data-model
model/vnd.valve.source.compiled-map
model/vnd.vtu vtu
model/vrml wrl vrml
model/x3d+binary x3db x3dbz
model/x3d+fastinfoset
model/x3d+vrml x3dv x3dvz

model/x3d+xml x3d x3dz
model/x3d-vrml
multipart/alternative
multipart/appledouble
multipart/byteranges
multipart/digest
multipart/encrypted
multipart/example
multipart/form-data
multipart/header-set
multipart/mixed
multipart/parallel
multipart/related
multipart/report
multipart/signed
multipart/voice-message
multipart/x-mixed-replace
text/1d-interleaved-parityfec
text/cache-manifest appcache
text/calendar ics ifb
text/css css
text/csv csv
text/csv-schema
#
text/directory
text/dns
text/ecmascript
text/encaprtp
text/enriched
text/example
text/fwdred
text/grammar-ref-list
text/html html htm
text/javascript
text/jcr-cnd
text/markdown
text/mizar
text/n3 n3
text/parameters
text/parityfec
text/plain txt text conf def list log in
text/provenance-notation
text/prs.fallenstein.rst
text/prs.lines.tag dsc
text/prs.prop.logic
text/raptorfec
text/red
text/rfc822-headers

text/richtext rtx
text/rtf
text/rtp-enc-aescm128
text/rtploopback
text/rtx
text/sgml sgml sgm
text/t140
text/tab-separated-values tsv
text/troff t tr roff man me ms
text/turtle ttl
text/ulpfec
text/uri-list uri uris urls
text/vcard vcard
text/vnd.a
text/vnd.abc
text/vnd.curl curl
text/vnd.curl.dcurl dcurl
text/vnd.curl.mcurl mcurl
text/vnd.curl.scurl scurl
text/vnd.debian.copyright
text/vnd.dmclientscript
text/vnd.dvb.subtitle sub
text/vnd.esmertec.theme-descriptor
text/vnd.fly fly
text/vnd.fmi.flexstor flx
text/vnd.graphviz gv
text/vnd.in3d.3dml 3dml
text/vnd.in3d.spot spot
#
text/vnd.iptc.newsml
text/vnd.iptc.nitf
text/vnd.latex-z
text/vnd.motorola.reflex
text/vnd.ms-mediapackage
text/vnd.net2phone.commcenter.command
text/vnd.radisys.msml-basic-layout
text/vnd.si.uricatalogue
text/vnd.sun.j2me.app-descriptor jad
text/vnd.trolltech.linguist
text/vnd.wap.si
text/vnd.wap.sl
text/vnd.wap.wml wml
text/vnd.wap.wmlscript wmls
text/x-asm s asm
text/x-c c cc cxx cpp h hh dic
text/x-fortran f for f77 f90
text/x-java-source java
text/x-nfo nfo

text/x-opml opml
text/x-pascal p pas
text/x-setext etx
text/x-sfv sfv
text/x-uuencode uu
text/x-vcalendar vcs
text/x-vcard vcf
text/xml
text/xml-external-parsed-entity
video/1d-interleaved-parityfec
video/3gpp 3gp
video/3gpp-tt
video/3gpp2 3g2
video/bmpeg
video/bt656
video/celb
video/dv
video/encaprtp
video/example
video/h261 h261
video/h263 h263
#
video/h263-1998
video/h263-2000
video/h264 h264
video/h264-rcdo
video/h264-svc
video/h265
video/iso.segment
video/jpeg jpgv
video/jpeg2000
video/jpm jpm jpgm
video/mj2 mj2 mjp2
video/mp1s
video/mp2p
video/mp2t
video/mp4 mp4 mp4v mpg4
video/mp4v-es
video/mpeg mpeg mpg mpe m1v m2v
video/mpeg4-generic
video/mpv
video/nv
video/ogg ogv
video/parityfec
video/pointer
video/quicktime qt mov
video/raptorfec
video/raw

video/rtp-enc-aescm128
video/rtploopback
video/rtx
video/smpte292m
video/ulpfec
video/vc1
video/vnd.cctv
video/vnd.dece.hd uvh uvvh
video/vnd.dece.mobile uvm uvvm
video/vnd.dece.mp4
video/vnd.dece.pd uvp uvvp
video/vnd.dece.sd uvs uvvs
video/vnd.dece.video uvv uvvv
video/vnd.directv.mpeg
video/vnd.directv.mpeg-tts
video/vnd.dlna.mpeg-tts
video/vnd.dvb.file dvb
video/vnd.fvt fvt
video/vnd.hns.video
video/vnd.iptvforum.1dparityfec-1010
#
video/vnd.iptvforum.1dparityfec-2005
video/vnd.iptvforum.2dparityfec-1010
video/vnd.iptvforum.2dparityfec-2005
video/vnd.iptvforum.ttsavc
video/vnd.iptvforum.ttsmpeg2
video/vnd.motorola.video
video/vnd.motorola.videop
video/vnd.mpegurl mxu m4u
video/vnd.ms-playready.media.pyv pyv
video/vnd.nokia.interleaved-multimedia
video/vnd.nokia.videovoip
video/vnd.objectvideo
video/vnd.radgamettools.bink
video/vnd.radgamettools.smacker
video/vnd.sealed.mpeg1
video/vnd.sealed.mpeg4
video/vnd.sealed.swf
video/vnd.sealedmedia.softseal.mov
video/vnd.uvvu.mp4 uvu uvvu
video/vnd.vivo viv
video/vp8
video/webm webm
video/x-f4v f4v
video/x-fli fli
video/x-flv flv
video/x-m4v m4v
video/x-matroska mkv mk3d mks

video/x-mng mng
video/x-ms-asf asf asx
video/x-ms-vob vob
video/x-ms-wm wm
video/x-ms-wmv wmv
video/x-ms-wmx wmx
video/x-ms-wvx wvx
video/x-msvideo avi
video/x-sgi-movie movie
video/x-smv smv
x-conference/x-cooltalk ice

Found
in path(s):
* /micronaut-http-3-8-8-sources-jar/META-INF/http/mime.types
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/QueryStringDecoder.java
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Found in path(s):
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/HttpTypeInformationProvider.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/FilterPatternStyle.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/AbstractClientSslConfiguration.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/SameSiteConverter.java
*
/micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/HttpCoroutineContextFactory.kt
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/PushCapableHttpRequest.java
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Found in path(s):
* /micronaut-http-3-8-8-sources-jar/META-INF/native-image/io.micronaut.http/micronaut-http/native-image.properties
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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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*/

Found in path(s):
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/RequestBean.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/DefaultHttpFactories.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/ClientFilterChain.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/cookies/SimpleCookies.java
*

/micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/CompletedFileUpload.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/cookies/SimpleCookie.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/RequestAttributes.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/ServerFilterPhase.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Filter.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpRequest.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Error.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/RequestBeanAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Get.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/FullHttpRequest.java
*
/micronaut-http-3-8-8-sources-jar/io/micronaut/http/MutableHttpMessage.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/DefaultRequestBinderRegistry.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/RequestBinderRegistry.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/RequestAttributeAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/DefaultUriBuilder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/OncePerRequestHttpServerFilter.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriMatchVariable.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpResponseProvider.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/OutgoingHttpRequestProcessor.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpClientFilterResolver.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/CodecException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Head.java
*
/micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/FilterMatcher.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/CompletedPart.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/cookies/SimpleCookieFactory.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpResponseWrapper.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MediaType.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/sse/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/VndError.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/StreamingFileUpload.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriBuilder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriMatchInfo.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/HttpMethodMapping.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/package-info.java
*
/micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Delete.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/SameSite.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpStatus.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpRequestWrapper.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/CodecConfiguration.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpParameters.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ClientAuthentication.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/ContentLengthExceededException.java

* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/DefaultSslConfiguration.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Post.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/package-info.java
*
 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpHeaderValues.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/TypedRequestArgumentBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/ServerRequestTracingPublisher.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/event/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpRequestFactory.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/Resource.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpMessageWrapper.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/resource/ResourceLoaderFactory.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Controller.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/ServerRequestContext.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/ServerFilterChain.java
*
 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/MultipartException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpVersion.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/event/HttpRequestReceivedEvent.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/FilterChain.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpParameters.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/NonBlockingBodyArgumentBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/resource/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/AnnotatedRequestArgumentBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/OutgointRequestProcessorMatcher.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/Cookies.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Trace.java
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 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/CookieAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MutableHttpHeaders.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/SslConfigurationException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Put.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/QueryValue.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpFilter.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/MediaTypeCodecRegistry.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpAttributes.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/cookies/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/BasicAuth.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/HttpException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/HeaderAnnotationBinder.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/Cookie.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriTypeMatchTemplate.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Header.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpHeaders.java

* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpResponseFactory.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/DefaultBodyAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/RequestAttribute.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/AbstractResource.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/sse/Event.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpClientFilter.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpResponse.java
*
 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MutableHttpResponse.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/PartData.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/PathVariableAnnotationBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/JsonError.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriMatchTemplate.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/sse/DefaultEvent.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/DefaultLink.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Produces.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/ParameterAnnotationBinder.java
*
 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/SslBuilder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/Link.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/CookieValue.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriTemplate.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Part.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/CustomHttpMethod.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/FilterOrderProvider.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/UriMapping.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Body.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/CookieConfiguration.java
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 /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Headers.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Status.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpMessage.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/FileUpload.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/converters/HttpConverterRegistrar.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/ConnectionClosedException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpMethod.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpFilterResolver.java

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/micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/ContinuationArgumentBinder.kt
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/UriSyntaxException.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/DefaultFilterEntry.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/ClientContextPathProvider.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/RequestArgumentBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/ServerContextPathProvider.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpRequest.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Options.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MutableHttpParameters.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/PathVariable.java
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/micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/package-info.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/CookieFactory.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/converters/package-info.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/MutableHttpRequest.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/BodyArgumentBinder.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/util/OutgoingHttpRequestProcessorImpl.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/exceptions/HttpStatusException.java
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/micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpServerFilter.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpRequestFactory.java
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1.134 rpm-python 4.11.3-48.el7_9

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(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
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1.135 elfutils 0.176-5.el7

1.135.1 Available under license :

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Sun, 21 May 2006 15:03:01 +0000.

It was downloaded from
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It was original a .tar.bz2. It has been decompressed and
recompressed again using gzip.

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1.136 jose4j 0.6.3

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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/SelectorSupport.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/VerificationKeyResolver.java
*
 /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/Pbes2HmacShaWithAesKeyWrapAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmConstraints.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/HttpsJwksVerificationKeyResolver.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/DecryptionKeyResolver.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/json/JsonUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/KeyManagementAlgorithmIdentifiers.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/mac/MacUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/X509Util.java

* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/ErrorCodes.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesGcmKeyEncryptionAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/DefaultByteGenerator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/WrappingKeyManagementAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/JwksDecryptionKeyResolver.java
*
 /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionAlgorithmIdentifiers.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/EcdhKeyAgreementWithAesKeyWrapAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/ByteUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/JwtClaims.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmFactory.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/JsonWebEncryption.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/EcdhKeyAgreementAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/JsonWebSignatureAlgorithm.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/AlgorithmIdentifiers.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/JsonWebKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/Validator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/CipherUtil.java
*
 /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/PlaintextNoneAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesCbcHmacSha2ContentEncryptionAlgorithm.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/KeyOperations.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/RsaJwkGenerator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/SimplePEMEncoder.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/Headers.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmFactoryFactory.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/KeyPersuasion.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionAlgorithm.java
*
 /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/HmacUsingShaAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/HeaderParameterNames.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/http/SimpleGet.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/JsonWebKeySet.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/BaseSignatureAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/RsaJsonWebKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/InitializationVectorHelp.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionParts.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwtContext.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/AudValidator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/X509VerificationKeyResolver.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/SimpleAeadCipher.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/AesKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/PublicJsonWebKey.java
*

/jose4j-0-6-3-sources-1-jar/org/jose4j/json/JsonHeaderUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/OctJwkGenerator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/CipherStrengthSupport.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/UnresolvableKeyException.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/CompactSerialization.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/KeyValidationSupport.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmAvailability.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/EcKeyUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/IntDate.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/ErrorCodeValidator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/ByteGenerator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/Base64Url.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/HashUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/http/Get.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/StringUtil.java
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/jose4j-0-6-3-sources-1-jar/org/jose4j/zip/CompressionAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwsCustomizer.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/kdf/ConcatKeyDerivationFunction.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jca/ProviderContext.java
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*/

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* /jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/internal/apache/commons/codec/binary/Base64.java

1.137 joda-time 2.12.0

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1.138 gson 2.10

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Manifest-Version: 1.0
Created-By: 17.0.4.1 (Oracle Corporation)
Build-Jdk-Spec: 17
Bnd-LastModified: 1666660169762
Bundle-ContactAddress: https://github.com/google/gson
Bundle-Description: Gson JSON library
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"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project

Bundle-Version: 2.10.0
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.0",com.google.gson.annotations;version="2.
10.0",com.google.gson.reflect;version="2.10.0",com.google.gson.stream;v
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Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.3.1.202206071316
Multi-Release: true

Found in path(s):
* /gson-2-10-2-jar/META-INF/MANIFEST.MF

1.139 pygpgme 0.3-9.el7

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1.140 gpg-pubkey f4a80eb5-53a7ff4b

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular
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1993 Christopher Seiwald seiwald@vix.com
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1.143 libgcrypt 1.5.3-14.el7

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1.144 avro 1.11.1

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

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1.148 vault-java-driver 4.1.0

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* Intended for internal use by other classes within the Vault driver library.
*
* JSON parsing functionality. The classes in this package are adapted from Ralf Sternberg's excellent
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* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/WritingBuffer.java
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* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonLiteral.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonArray.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonObject.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonString.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonValue.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/ParseException.java
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/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonNumber.java

1.149 netty-codec-http 4.1.81.Final

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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMixedHttpData.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/FileUpload.java
*
 /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpResponse.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker00.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpServerCodec.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/HttpDataFactory.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpContent.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpContent.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpHeaderDateFormat.java
*
 /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/DiskAttribute.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpObjectAggregator.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpContentDecompressor.java

* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspMethods.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspVersions.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/HttpData.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java
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/netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpHeaders.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/InterfaceHttpData.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpContentEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseStatuses.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/PingWebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/ContinuationWebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/BinaryWebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpContentCompressor.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/Attribute.java
*
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractDiskHttpData.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostBodyUtil.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/LastHttpContent.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/MixedAttribute.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakerFactory.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractHttpData.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/package-info.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpResponse.java
*
/netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpObjectEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/QueryStringDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/MixedFileUpload.java
* /netty-codec-http-4-1-81-final-sources-
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/MemoryFileUpload.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultCookie.java
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/netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpMessage.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpResponseStreamIdHandler.java

* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/MemoryAttribute.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpObject.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpObjectDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketUtil.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/package-info.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketHandshakeException.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpClientCodec.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpMessage.java
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jar/io/netty/handler/codec/http/multipart/InterfaceHttpPostRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/Cookie.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMemoryHttpData.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/DefaultHttpDataFactory.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpConstants.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/InternalAttribute.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/CookieDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpRequestEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketVersion.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker07.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpRequest.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpObject.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/package-info.java
*
 /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpResponseStatus.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/QueryStringEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/CaseIgnoringComparator.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeaders.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/PongWebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/package-info.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/multipart/HttpPostStandardRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/package-info.java
*

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jar/io/netty/handler/codec/http/multipart/HttpPostMultipartRequestDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/TextWebSocketFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/package-info.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpUtil.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/multipart/FileUploadUtil.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java
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 /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketDecoderConfig.java
* /netty-codec-http-4-1-81-final-sources-

jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolConfig.java
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* /netty-codec-http-4-1-81-final-sources-
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* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolConfig.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
* /netty-codec-http-4-1-81-final-sources-
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyPingFrame.java
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 /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyStreamFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/FullHttpMessage.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynStreamFrame.java
* /netty-codec-http-4-1-81-final-sources-
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyWindowUpdateFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaders.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockJZlibEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyPingFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdySettingsFrame.java
* /netty-codec-http-4-1-81-final-sources-
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/cors/package-info.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionStatus.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpResponse.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyVersion.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynReplyFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockEncoder.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyWindowUpdateFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdySynReplyFrame.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionHandler.java
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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java
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* /netty-codec-http-4-1-81-final-sources-

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* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
* /netty-codec-http-4-1-81-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/package-info.java
* /netty-codec-http-4-1-81-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java

1.150 hk2-api 2.6.1

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Steve P. Miller, Sergio Monesi, Keith Owens, George Petrov, Greg Roelofs,
Kai Uwe Rommel, Steve Salisbury, Dave Smith, Steven M. Schweda,

Christian Spieler, Cosmin Truta, Antoine Verheijen, Paul von Behren,
Rich Wales, Mike White.

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FIRST NOTE:
This file contains some details about the copyright history of
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Additionally, it summarises some exceptions to the general BSD-like
copyright found in LICENSE that covers our generic code and most of
the system specific ports.
Please read LICENSE first to find out what is allowed to do with
Info-ZIP's UnZip code.

- -

There are currently two explicit copyrights on portions of UnZip
code (at least, of which Info-ZIP is aware):
Jim Luther's Mac OS File Manager interface code; and Christopher Evans'
MacBinaryIII coding code (for the MacOS port).. These copyrights
are discussed in more detail below.

All remaining
code is now (starting with UnZip version 5.41) covered
by the new Info-ZIP license. For details, please read the acompaning
file LICENSE. The terms and conditions in this license supersede the
copyright conditions of the contributions by Igor Mandrichenko
(vms/vms.c), Greg Roelofs (zipinfo.c, new version of unshrink.c),
Mike White (Windows DLL code in "windll/*"), Steve P. Miller (Pocket
UnZip GUI "wince/*"), and Mark Adler (inflate/explode decompresseion
core routines, previously put into the public domain). All these
Info-ZIP contributors (or "primary" authors) have permitted us to
replace their copyright notes by the Info-ZIP License.

Frequently Asked Questions regarding (re)distribution of Zip and UnZip
are near the end of this file.

There are no known patents on any of the code in UnZip. Unisys
claims a patent on LZW encoding and on LZW decoding _in an apparatus
that performs LZW encoding_, but the patent appears to exempt a stand-
alone decoder (as in UnZip's unshrink.c). Unisys has publicly claimed
otherwise, but the issue has never been tested in court. Since this
point is unclear, unshrinking is not enabled by default. It is the
responsibility of the user to make his or her peace with Unisys and
its licensing requirements. (unshrink.c may be removed from future
releases altogether.)

The original unzip source code has been extensively modified and
almost entirely rewritten (changes include random zipfile access
rather than sequential; replacement of unimplode() with explode();
replacement of old unshrink() with new (unrelated) unshrink(); re-
placement of output routines; addition of inflate(), wildcards,
filename-mapping, text translation, ...; etc.). As far as we can
tell, only the core code of the unreduce method remained substantially
similar to Mr. Smith's original source. As of UnZip
5.42, the complete
core code is now covered by the Info-ZIP Licence. Therefore, support
for the reduce method has been removed.
The drop of the reduce method should only affect some test archives,
reducing was never used in any publically distributed Zip program.
For pathologic cases where support for reduced archive entries is
needed, the unreduce code copyrighted by Samuel H. Smith is available
as a separate distribution (the restricted copyright of this code is
cited below in the "historical" section).

The following copyright applies to the Mac OS File Manager interface code
(macos/source/macstuff.[ch]), distributed with UnZip 5.4 and later:

```
  * MoreFiles
  *
  * A collection of File Manager and related routines
  *
  * by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
  * with significant code contributions by Nitin Ganatra
  * (Apple Macintosh Developer Technical Support Emeritus)
  * Copyright  1992-1998
Apple Computer, Inc.
  * Portions copyright  1995 Jim Luther
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  *
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  *          it clear in the source that the code was descended
  *          from Apple Sample Code, but that you've made
  *          changes."
```

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The following
copyright applies to the Mac OS "macbin3" decoding code
(extra field compatibility with ZipIt):

```
  *  MacBinaryIII.h
  *
  *  Copyright 1997 Christopher Evans (cevans@poppybank.com)
  *
  *  Basic encoding and decoding of Macintosh files to the
  *  MacBinary III spec.
  * ------------------------------------------------------------------------
  * This source is copyrighted by Christopher Evans (cevans@poppybank.com)
  * (available at ftp://ftp.lazerware.com/MacBinaryIII_src_C.sit
  * homepage of Leonard Rosenthol  leonardr@netcom.com)
```

This copyright note does not contain any usage terms. So, we assume
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The following copyright applies to the full-featured unreduce.c
(now distributed separately):

```
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  * If you use this in your own program you must distribute source code.
  * Do not use any of this in a commercial product.
```

Regarding the first stipulation, Mr. Smith was tracked down in southern
California some years back [Samuel H. Smith, The Tool Shop; as of mid-
May 1994, (213) 851-9969 (voice), (213) 887-2127(?) (subscription BBS),
71150.2731@compuserve.com]:

"He says that he thought that whoever contacted him understood that
he has no objection to the Info-ZIP group's inclusion of his code.
His primary concern is that it remain freely distributable, he said."

Despite the fact that our "normal" code has been entirely rewritten

and by default
no longer contains any of Mr. Smith's code, Info-ZIP
remains indebted and grateful to him. We hope he finds our contributions as useful as we have his.

Note that the third and fourth stipulations still apply to any company that wishes to incorporate the unreduce code into its products; if you wish to do so, you must contact Mr. Smith directly regarding licensing.

The following copyright applied to most of the VMS code in vms.c, distributed with UnZip version 4.2 and later:

```
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```

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```
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  * code.  (Other names may, of course, be added as modifications
  * are made.)  Corporate legal staff (like at IBM :-) ) who have
  * problems understanding this can contact me through Zip-Bugs...
```

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```
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  * copyright notice is retained.
```

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CE GUI port, ``Pocket
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* from Steve P. Miller.

The remaining code was written by many people associated with the
Info-ZIP group, with large contributions from (but not limited to):
Greg Roelofs (overall program logic, ZipInfo, unshrink, filename
mapping/portability, etc.), Mark Adler (inflate, explode, funzip),
Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine
Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows
DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and
others. See the file CONTRIBS in the source distribution for a much
more complete list of contributors.
The decompression core code for the deflate method (inflate.[ch],
explode.c) was originally written by Mark Adler who submitted it
as public domain code.

1.152 chardet 2.2.1

1.152.1 Available under license :

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1.153 device-mapper-libs 1.02.170-6.el7_9.5

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1.155 libxml2 2.9.1-6.el7_9.6

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GL/wglext.h Khronos
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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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* Inspired from https://code.google.com/p/guava-

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/QueuedValueProducer.java
* /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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libraries/source/browse/guava/src/com/google/common/annotations/Beta.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorCast.java
* /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
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 /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
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* /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
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 /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
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 /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
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorUnsubscribeOn.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSequenceEqual.java
* /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
*
 /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
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZip.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action1.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMapNotification.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/TestScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeTimeout.java

* /rxjava-1-3-8-sources-4-jar/rx/observers/TestObserver.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/OnErrorNotImplementedException.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/ImmediateScheduler.java
* /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
* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaObservableExecutionHook.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func3.java
* /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
* /rxjava-1-3-8-sources-4-jar/rx/observers/Observers.java
* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaErrorHandler.java
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* /rxjava-1-3-8-sources-4-jar/rx/schedulers/Timestamped.java
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* /rxjava-1-3-8-sources-4-jar/rx/functions/Func2.java
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* /rxjava-1-3-8-sources-4-jar/rx/functions/Action7.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorCast.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/CachedThreadScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/Subscriber.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDelay.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeJoin.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeUsing.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/BehaviorSubject.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action6.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/EventLoopsScheduler.java
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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToFuture.java
* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaObservableExecutionHookDefault.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/ReplaySubject.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnUnsubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action2.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeIterable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTimeInterval.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func5.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRedo.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFilter.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToIterator.java
* /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
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 /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
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipLastTimed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMerge.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/CompositeException.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/OnErrorThrowable.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/NewThreadScheduler.java
*
 /rxjava-1-3-8-sources-4-jar/rx/subjects/UnicastSubject.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/OnErrorFailedException.java
* /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
* /rxjava-1-3-8-sources-4-jar/rx/functions/ActionN.java
* /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
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*
 /rxjava-1-3-8-sources-4-jar/rx/schedulers/TrampolineScheduler.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMapPair.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorEagerConcatMap.java
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 /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
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSkipTimed.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorRetryWithPredicate.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
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* /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
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* /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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* /rxjava-1-3-8-sources-4-jar/rx/observers/SafeCompletableSubscriber.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeThrow.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/package-info.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/observers/AssertableSubscriberObservable.java
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* /rxjava-1-3-8-sources-4-jar/rx/exceptions/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/AssemblyStackTraceException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromFuture.java
* /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
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/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
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDelay.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTimeout.java
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* /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
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* /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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* 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 externally visible dependency that results in a separate jar.

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analogous to running a utility program or application program. However, in
a textual and legal sense, the linked executable is a combined work, a
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treats it as such.

 Because
 of this blurred distinction, using the ordinary General
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concluded that weaker conditions might promote sharing better.

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This option is useful when you wish to copy part of the code of
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Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the

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

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

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a

work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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

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

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

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

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

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a) Accompany the work with the complete corresponding machine-readable

source code for the Library including whatever
changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

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

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

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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.)

@item
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.

@item
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.

@item
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.

@item
Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

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

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@heading END OF TERMS AND CONDITIONS
@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS
@end ifinfo

@page
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USA.
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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample

That's all there is to it!
(This file is under construction.) -*- text -*-

If you've contributed to gas and your name isn't listed here, it is
not meant as a slight. I just don't know about it. Email me,
nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into
the documentation, and info on specific files will go into an AUTHORS
file, as requested by the FSF.

++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for
gdb-specific debug information and the 68k series machines, most of
the preprocessing pass, and extensive changes in messages.c,
input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various
enhancements and many bug fixes, including merging support for several
processors, breaking gas up to handle multiple object file format
backends (including heavy rewrite, testing, an integration of the coff
and b.out backends), adding configuration
 including heavy testing and
verification of cross assemblers and file splits and renaming,
converted gas to strictly ansi C including full prototypes, added
support for m680[34]0 & cpu32, considerable work on i960 including a
coff port (including considerable amounts of reverse engineering), a
sparc opcode file rewrite, decstation, rs6000, and hp300hpux host
ports, updated "know" assertions and made them work, much other
reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of
the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan.
Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of
Buffalo University and Torbjorn Granlund of the Swedish Institute of
Computer Science.

Keith
 Knowles at the Open Software Foundation wrote the original MIPS
back end (tc-mips.c, tc-mips.h), and contributed Rose format support
that hasn't been merged in yet. Ralph Campbell worked with the MIPS
code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors
(tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format
(obj-ieee), was written by Steve Chamberlain of Cygnus Solutions.
Steve also modified the COFF back end (obj-coffbfd) to use BFD for
some low-level operations, for use with the Hitachi, 29k and Zilog
targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation
that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many
small
bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error

checking, updating the code, and improving the 16 bit support, using
patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If
you've contributed significant work and are not mentioned on this list, and
want to be, let us know. Some of the history has been lost;
 we aren't
intentionally leaving anyone out.

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1.164 file-system 3.2-25.el7

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1.165 spring-framework 5.3.23

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 /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedSocketAddress.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedEventLoop.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
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 /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPromiseAggregator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPromise.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioTask.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPromiseNotifier.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ThreadPerChannelEventLoopGroup.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelFuture.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/FailedChannelFuture.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioEventLoop.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelOutboundHandler.java
*
 /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/DefaultChannelGroupFuture.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/AbstractNioMessageChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultEventLoopGroup.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/RecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultFileRegion.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/Bootstrap.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/oio/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/oio/OioEventLoopGroup.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelDuplexHandler.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/SocketChannel.java
*
 /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/CombinedIterator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java

* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/nio/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalServerChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPipeline.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/Channel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/ServerBootstrap.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelInitializer.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/nio/NioSocketChannel.java
*
/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/oio/AbstractOioMessageChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelInboundHandlerAdapter.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/SucceededChannelFuture.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalAddress.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
* <p>
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>{@link
 ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
```

```
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
```

```
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
```

```
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/AbstractEventLoop.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/PendingWriteQueue.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ReflectiveChannelFactory.java
*

/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedChannelId.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
*
 /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/ChannelPool.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java

1.167 pyliblzma 0.5.3

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clarify this fact.

* configure.ac, Makefile.am: The original versions were derived from the
ones in the XML Catalog Manager project, version 2.2.

Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were
derived form the ones in the Monotone project, revision
3a0982da308228d796df35f98d787c5cff2bb5b6.

Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
These files were derived from the file_handle, systembuf, pipe and pistream
classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh,
admin/check-style-common.awk,
admin/check-style-cpp.awk, admin/check-style-shell.awk: These files,
except the first one, were first implemented in the Buildtool project.
They were later adapted to be part of Boost.Process and, during that
process, the shell script was created.

Author: Julio Merino <jmmv84@gmail.com>

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vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2
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 xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
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```
<xsl:template name="isc.copyright.format">
  <xsl:param name="text"/>
  <xsl:value-of select="$isc.copyright.leader"/>
  <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
  <xsl:text>&#10;</xsl:text>
  <xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
  <xsl:if test="translate($rest, '&#9;&#32;', '')">

    <xsl:call-template name="isc.copyright.format">
      <xsl:with-param name="text" select="$rest"/>
    </xsl:call-template>
  </xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
  <xsl:text>
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  </xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="book/info/copyright | refentry/docinfo/copyright">
  <xsl:text>Copyright (C) </xsl:text>
  <xsl:call-template name="copyright.years">
    <xsl:with-param name="years" select="year"/>
  </xsl:call-template>
  <xsl:text> </xsl:text>
  <xsl:value-of select="holder"/>
       <xsl:value-of select="$isc.copyright.breakline"/>
  <xsl:text>&#10;</xsl:text>
</xsl:for-each>
<xsl:value-of
select="$isc.copyright.text"/>
    </xsl:with-param>
  </xsl:call-template>
</xsl:variable>
</xsl:stylesheet>

<!--
 - Local variables:
 - mode: sgml
 - End:
-->
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1.170 jackson-annotations 2.15.1

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.171 aws-java-sdk-kms 1.11.942

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* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/transform/ListAliasesRequestMarshaller.java
* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/transform/MalformedPolicyDocumentExceptionUnmarshaller.java
* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/SigningAlgorithmSpec.java
* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/transform/UpdateAliasRequestMarshaller.java
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* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/transform/PutKeyPolicyRequestProtocolMarshaller.java

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* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/PutKeyPolicyResult.java
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* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/model/SignRequest.java
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* /aws-java-sdk-kms-1-11-942-sources-1-jar/com/amazonaws/services/kms/AWSKMSAsyncClient.java
* /aws-java-sdk-kms-1-11-942-sources-1-
jar/com/amazonaws/services/kms/model/transform/KeyListEntryMarshaller.java

1.172 zlib 1.2.8

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* /opentracing-api-0-31-0-sources-jar/io/opentracing/tag/BooleanTag.java
* /opentracing-api-0-31-0-sources-jar/io/opentracing/SpanContext.java
* /opentracing-api-0-31-0-sources-jar/io/opentracing/propagation/TextMapExtractAdapter.java
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Found in path(s):
* /proto-google-common-protos-2-0-1-sources-jar/google/api/monitored_resource.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/timeofday.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/system_parameter.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/cloud/audit/audit_log.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/control.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/postal_address.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/config_change.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/logging/type/log_severity.proto
*
 /proto-google-common-protos-2-0-1-sources-jar/google/api/context.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/distribution.proto

* /proto-google-common-protos-2-0-1-sources-jar/google/type/date.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/quota.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/client.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/money.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/context/attribute_context.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/consumer.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/status.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/expr.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/http.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/log.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/calendar_period.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/color.proto
*
 /proto-google-common-protos-2-0-1-sources-jar/google/api/metric.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/documentation.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/usage.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/dayofweek.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/monitoring.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/fraction.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/auth.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/source_info.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/longrunning/operations.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/resource.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/latlng.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/code.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/datetime.proto
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 /proto-google-common-protos-2-0-1-sources-jar/google/api/label.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/quaternion.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/geo/type/viewport.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/service.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/httpbody.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/logging.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/annotations.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/billing.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/logging/type/http_request.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/field_behavior.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/error_details.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/backend.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/endpoint.proto
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*/
/**
 *
 *
 * <pre>
 * Early Access features are limited to a closed group of testers. To use
 * these features, you must sign up in advance and sign a Trusted Tester
 * agreement (which includes confidentiality provisions). These features may
 * be unstable, changed in backward-incompatible ways, and are not
 * guaranteed
to be released.
 * </pre>
 *
 * <code>EARLY_ACCESS = 1;</code>
 */
```

Found in path(s):
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LaunchStage.java
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*/
```

Found in path(s):
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/ExprOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Http.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ProjectProperties.java

* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ChangeType.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthRequirementOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ConfigChange.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/AuthorizationInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Expr.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Date.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Color.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoringProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ClientProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LabelDescriptorOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/logging/type/LogSeverity.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ControlOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Context.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/CustomHttpPatternOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MetricProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/LocalizedMessage.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/QuotaProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LabelProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/logging/type/HttpRequestProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/ResourceInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/BackendRule.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/GetOperationRequest.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ControlProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/WaitOperationRequestOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/OperationsProto.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DateTimeOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/QuotaLimitOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DateTime.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/ExprProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Control.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/PostalAddress.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ContextRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Metric.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/Status.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Distribution.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/ListOperationsRequestOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/OAuthRequirementsOrBuilder.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/type/LatLngOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Service.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthProvider.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/DebugInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/OAuthRequirements.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/CodeProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DateOrBuilder.java

* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ConfigChangeOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameterRule.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SourceInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResource.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/TimeZoneOrBuilder.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SourceInfoProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LogDescriptor.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/UsageRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DayOfWeek.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Advice.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/ListOperationsRequest.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/TimeOfDayProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MetricDescriptor.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/LatLng.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResourceMetadataOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/JwtLocation.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/EndpointProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/PreconditionFailureOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/UsageOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/geo/type/Viewport.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/Operation.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ResourceReference.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/DebugInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthenticationRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/QuotaFailureOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/HttpRule.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameterOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthenticationRule.java
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 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Documentation.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthProviderOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/ErrorInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResourceDescriptor.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Endpoint.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameter.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameterRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/AuditLogOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/PreconditionFailure.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ResourceProto.java
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 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Logging.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/CalendarPeriodProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/BackendOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/TimeZone.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/DocumentationOrBuilder.java

* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MetricRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/CancelOperationRequest.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameters.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/MoneyOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/geo/type/ViewportProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ConfigChangeProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResourceMetadata.java
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/proto-google-common-protos-2-0-1-sources-jar/com/google/api/BackendRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ContextOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/context/AttributeContextProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/BackendProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ResourceReferenceOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/BadRequestOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Quaternion.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LabelDescriptor.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Money.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/ListOperationsResponse.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/GetOperationRequestOrBuilder.java
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/proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/AuditLog.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ConsumerProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/TimeOfDayOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/EndpointOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/RequestInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/DistributionOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/ColorProto.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MetricRule.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/Help.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ResourceDescriptor.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SystemParameterProto.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/Code.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ResourceDescriptorOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ProjectPropertiesOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/PostalAddressProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DayOfWeekProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Authentication.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/context/AttributeContextOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/PostalAddressOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Monitoring.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/RetryInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/RetryInfoOrBuilder.java
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/proto-google-common-protos-2-0-1-sources-jar/com/google/api/ContextProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/QuaternionOrBuilder.java

* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/QuotaLimit.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/StatusOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/ErrorInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/HttpBodyProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Usage.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LogProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/QuotaOrBuilder.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/ListOperationsResponseOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ServiceProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/PageOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResourceProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Backend.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/RequestMetadata.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/DeleteOperationRequestOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/CalendarPeriod.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/DocumentationRuleOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/RequestInfo.java
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 /proto-google-common-protos-2-0-1-sources-jar/com/google/type/TimeOfDay.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/DateTimeProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/ResourceInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/ResourceLocationOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/StatusProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AnnotationsProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/LaunchStageProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/AuthenticationOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ServiceOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-
jar/com/google/cloud/audit/ServiceAccountDelegationInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Quota.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/type/FractionOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/MoneyProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/QuotaFailure.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/ColorOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/DocumentationRule.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/CustomHttpPattern.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/WaitOperationRequest.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MonitoredResourceOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/OperationInfoOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/HttpOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/UsageProto.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/SourceInfo.java

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 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/DocumentationProto.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/ServiceAccountDelegationInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/ResourceLocation.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/cloud/audit/RequestMetadataOrBuilder.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/FieldBehavior.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/BillingProto.java
*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/longrunning/CancelOperationRequestOrBuilder.java
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1.178 swagger-annotations 1.6.2

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* /swagger-annotations-1-6-2-sources-jar/io/swagger/annotations/Contact.java

1.179 file 5.11-37.el7

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1.180 javassist 3.29.2-GA

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* /javassist-3-29-2-ga-sources-jar/javassist/compiler/AccessorMaker.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Sample.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Metaobject.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-29-2-ga-sources-jar/javassist/runtime/Cflow.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/CompileError.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtClass.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/CannotCreateException.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Bytecode.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/ASTList.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtArray.java

*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/stackmap/TypeTag.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/DefineClassHelper.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/MultiType.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/MethodInfo.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/ClassFile.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/Instanceof.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/MethodDecl.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/AssignExpr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/Util.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/NoFieldException.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/Cast.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/DuplicateMemberException.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Metalevel.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationImpl.java
* /javassist-3-29-2-ga-sources-jar/javassist/URLClassPath.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Descriptor.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/HotSwapper.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/rmi/RemoteException.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/MemberResolver.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/Expr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/SourceFileAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/convert/TransformNew.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/ArrayInit.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/CannotInvokeException.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/SecurityActions.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/InstructionPrinter.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/web/Webserver.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/StringL.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/TokenId.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/Variable.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AttributeInfo.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/SignatureAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Reflection.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AnnotationsAttribute.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtField.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/NewExpr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java

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* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java
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* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /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

1.181 cyrus-sasl 2.1.26-24.el7_9

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*
* Hosted at: https://github.com/classgraph/classgraph
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*
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*
* Hosted at: https://github.com/classgraph/classgraph
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* /classgraph-4-6-32-sources-jar/nonapi/io/github/classgraph/concurrency/AutoCloseableConcurrentQueue.java

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1.186 jackson-dataformat-yaml 2.14.2

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1.190 common-utils 6.2.1

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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/DateUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Classes.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonContentTypeResolverImpl.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/Protocol.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/SdkJsonGenerator.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonErrorResponseMetadata.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/StaticSignerProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/ProfileKeyConstants.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/AwsAsyncClientParams.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/MarshallerRegistry.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/ClientExecutionParams.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/JsonMarshaller.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/profile/path/AwsProfileFileLocationProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/V2CompatibleBackoffStrategy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/AwsProfileNameLoader.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/StringInputStream.java

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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonOperationMetadata.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/RetryCondition.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/SimpleTypePathMarshallers.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/SdkClock.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/DefaultValueSupplier.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/profile/path/AwsProfileFileLocationProviderChain.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/builder/AwsClientBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/SdkHttpMetadata.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/ValueToStringConverters.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/StructuredPojo.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonClientMetadata.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/MapUnmarshaller.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/ClientHandlerParams.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/RetryPolicy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/ProtocolMarshaller.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/profile/path/AwsDirectoryBasePathProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/BackoffStrategy.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/InstanceMetadataRegionProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkFunction.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/TimingInfoUnmodifiable.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/request/HttpRequestFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/V2CompatibleBackoffStrategyAdapter.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/AllProfiles.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/AwsRegionProviderChain.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/AwsSystemPropertyRegionProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/DefaultMarshallingType.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/RetryOnStatusCodeCondition.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/MarshallingType.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/AwsSyncClientParams.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/SimpleRetryPolicy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/ListUnmarshaller.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/ProtocolRequestMarshaller.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonContentTypeResolver.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/PredefinedBackoffStrategies.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/AbstractErrorUnmarshaller.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/HeaderMarshallers.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/SdkStructuredJsonFactoryImpl.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/JsonMarshallerContext.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AWSRefreshableSessionCredentials.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/builder/ExecutorFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/SdkBaseException.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/TimingInfoFullSupport.java
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/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/ClientHandlerImpl.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/RetryPolicyAdapter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/RetryOnExceptionsCondition.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/MarshallingInfo.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/StaticCredentialsProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonErrorShapeMetadata.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/AwsEnvVarOverrideRegionProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/EndpointToRegion.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AWSStaticCredentialsProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/SdkJsonMarshallerFactory.java
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/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/presign/PresignerFacade.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ClientConfigurationFactory.java
* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/SdkClientException.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/AndRetryCondition.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/TimingInfo.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/XMLWriter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonProtocolMarshallerBuilder.java

* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/DefaultAwsRegionProviderChain.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/internal/QueryParamMarshallers.java
* /aws-java-sdk-core-1-12-326-sources-
jar/com/amazonaws/auth/profile/internal/ProfileAssumeRoleCredentialsProvider.java
*
/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/AwsErrorResponseHandler.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/JsonContent.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/AmazonWebServiceRequestAdapter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/builder/AwsAsyncClientBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/FixedDelayBackoffStrategy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/v2/OrRetryCondition.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/NamedDefaultThreadFactory.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/TokenBucket.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/EC2ResourceFetcher.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/ContainerCredentialsProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/CredentialsEndpointProvider.java
*
/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/InstanceMetadataServiceResourceFetcher.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/internal/CredentialsEndpointRetryParameters.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/ConnectionUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/BaseCredentialsFetcher.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/InstanceMetadataServiceCredentialsFetcher.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/internal/CredentialsEndpointRetryPolicy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/ContainerCredentialsRetryPolicy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/EC2ContainerCredentialsProviderWrapper.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/EndpointPrefixAwareSigner.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/ContainerCredentialsFetcher.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/annotation/package-info.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Base16Codec.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Base64Codec.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/jmx/MBeans.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/jmx/SdkMBeanRegistrySupport.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ResetException.java
*
 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/MetricsInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkFilterInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/EncodingScheme.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/AbortedException.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/CodecUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AWS4Signer.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/RegionMetadata.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/AbstractBase32Codec.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/IOUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/RegionAwareSigner.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkBufferedInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkFilterOutputStream.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/Region.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/MetricAware.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/EncodingSchemeEnum.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/ServiceAwareSigner.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Base64.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Base16.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/HttpClientWrappingInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/SdkRuntime.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/EC2MetadataUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/RegionUtils.java
*
 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/RegionMetadataParser.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/ListWithAutoConstructFlag.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkDigestInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Codec.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Throwables.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/SyncProgressListener.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/DeliveryMode.java
* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/ProcessCredentialsProvider.java
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* /aws-java-sdk-core-1-12-326-sources-
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/UnreliableTestConfig.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/LengthCheckInputStream.java
* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/Profile.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/ProgressTracker.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkSocket.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/FIFOCache.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/internal/SignerKey.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/ProgressEventFilter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkSSLSocket.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/Platform.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/internal/SignerConstants.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFile.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFileWriter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/package-info.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/internal/AWS4SignerRequestParams.java
*
/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/ProgressInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/RoleInfo.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/SimpleTypeIonUnmarshallers.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/IonFactory.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/internal/AuthErrorRetryStrategy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/VoidJsonUnmarshaller.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterTimedOutException.java
*

/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/AwsClientSideMonitoringMetrics.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/package-info.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/PollingStrategy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/apache/request/impl/HttpGetWithBody.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/AWSServiceMetrics.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/AWSRequestMetrics.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ClientConfiguration.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/MaxAttemptsRetryStrategy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/conditions/ConditionFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/HttpResponse.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/NoOpSigner.java
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/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterState.java
* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/conn/SdkPlainSocketFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterUnrecoverableException.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/AmazonWebServiceClient.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/conn/ClientConnectionRequestFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/resources/package-info.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/StandardErrorUnmarshaller.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/HostRegexToRegionMapping.java
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* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterAcceptor.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/HttpMethod.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/protocol/SdkHttpRequestExecutor.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/PropertiesFileCredentialsProvider.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/internal/ServiceMetricTypeGuesser.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/apache/utils/HttpContextUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/Resource.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/arn/AwsResource.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/StaxResponseHandler.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/package-info.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/conn/ClientConnectionManagerFactory.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterHandler.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/JsonUnmarshallerContextImpl.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/cache/EndpointDiscoveryCacheLoader.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/AWSRequestMetricsFullSupport.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/conditions/BooleanCondition.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/CsmConfigurationProviderChain.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/ServiceMetricType.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkPredicate.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/internal/RetryModeResolver.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ServiceNameFactory.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AWS4UnsignedPayloadSigner.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/actions/package-info.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterExecutionBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/client/builder/AdvancedConfig.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/protocol/json/StructuredJsonMarshaller.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/MonitoringEvent.java
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* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/JsonUnmarshallerContext.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/VersionInfoUtils.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/CRC32ChecksumCalculatingInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/IdentityEndpointBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/Response.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/conditions/package-info.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/event/ProgressListenerChain.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/PropertiesCredentials.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/StaticCsmConfigurationProvider.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/SimpleThroughputMetricType.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/HostRegexToRegionMappingJsonHelper.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/FileStoreTlsKeyManagersProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/CollectionUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/endpointdiscovery/SystemPropertyEndpointDiscoveryProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/MapEntry.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/DefaultRequest.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/AmazonWebServiceResponse.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/arn/Arn.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/internal/JsonPolicyWriter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/AmazonWebServiceRequest.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/profile/internal/BasicProfileConfigFileLoader.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/handlers/HandlerAfterAttemptContext.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/arn/ArnConverter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/WaiterImpl.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/PolicyReaderOptions.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/EnvironmentVariableCsmConfigurationProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/ServiceEndpointBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/endpointdiscovery/DefaultEndpointDiscoveryProviderChain.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/Condition.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/ServiceMetricCollector.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/HttpClientConfig.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/ProfileCsmConfigurationProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/PredefinedRetryPolicies.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/ApiMonitoringEvent.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/endpointdiscovery/EndpointDiscoveryProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/ApiCallMonitoringEvent.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/internal/AgentMonitoringListener.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/NamespaceRemovingInputStream.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/RequestMetricType.java

* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/WebIdentityTokenCredentialsProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/DefaultServiceEndpointBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ResponseMetadata.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/AmazonHttpClient.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/ServiceLatencyProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/XpathUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/internal/JsonPolicyReader.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/HttpClientConfigJsonHelper.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AnonymousAWSCredentials.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/TlsKeyManagersProvider.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/metrics/MetricType.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/SimpleTypeStaxUnmarshallers.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/BasicAWSCredentials.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/ApiCallAttemptMonitoringEvent.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/conditions/ArnCondition.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/InternalConfigJsonHelper.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/waiters/CompositeAcceptor.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/AbstractFileTlsKeyManagersProvider.java
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/aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/RepeatableInputStreamRequestEntity.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/conn/Wrapped.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/monitoring/CsmConfiguration.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/SignerTypeAware.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/StaxUnmarshallerContext.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/RetryPolicy.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/SignerParams.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/internal/MaxAttemptsResolver.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/policy/conditions/StringCondition.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/InMemoryRegionImpl.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
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jar/com/amazonaws/http/apache/client/impl/CRC32ChecksumResponseInterceptor.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/partitions/model/Endpoint.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/RegionImpl.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/partitions/model/CredentialScope.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/partitions/model/Region.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/AbstractRegionMetadataProvider.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/regions/RegionMetadataProvider.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/partitions/PartitionsLoader.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/annotation/SdkInternalApi.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/annotation/SdkTestInternalApi.java
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* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/ImmutableMapParameter.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/JsonIndex.java
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 /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/config/SignerConfig.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/timers/request/HttpRequestAbortTask.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/log/InternalLog.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/SystemDefaultDnsResolver.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/SdkThreadLocals.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/JavaVersionParser.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkIOUtils.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/handlers/HandlerContextKey.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/settings/HttpClientSettings.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/ComparableUtils.java

* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/handlers/StackedRequestHandler.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/http/timers/TimeoutThreadPoolBuilder.java
* /aws-java-sdk-core-1-12-326-sources-
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/log/CommonsLogFactory.java
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Found in path(s):
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/retry/ClockSkewAdjuster.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/SdkRequestRetryHeaderProvider.java
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* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/util/HostnameValidator.java

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Found in path(s):
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/ImmutableRequest.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/RequestSigner.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/SignerAsRequestSigner.java

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Found in path(s):
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/http/ErrorCodeParser.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/http/IonErrorCodeParser.java
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/internal/http/CompositeErrorCodeParser.java

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*/
/**
* Interface for providing AWS credentials. Implementations are free to use any
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* credentials that don't change, or more complicated implementations, such as
* integrating with existing key management systems.
*/

Found in path(s):
* /aws-java-sdk-core-1-12-326-sources-jar/com/amazonaws/auth/AWSCredentialsProvider.java

1.192 antlr-runtime 4.10

1.192.1 Available under license :

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 -->

Found in path(s):
* /antlr4-runtime-4-10-3-jar/META-INF/maven/org.antlr/antlr4-runtime/pom.xml
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 11
Implementation-Title: ANTLR 4 Runtime
Implementation-Version: 4.10
Implementation-Vendor: ANTLR
Automatic-Module-Name: org.antlr.antlr4.runtime
Bnd-LastModified: 1649697827331
Build-Jdk: 11.0.13
Built-By: parrt
Bundle-Description: The ANTLR 4 Runtime

Bundle-DocURL: http://www.antlr.org
Bundle-License: http://www.antlr.org/license.html
Bundle-ManifestVersion: 2
Bundle-Name: ANTLR 4 Runtime
Bundle-SymbolicName: org.antlr.antlr4-runtime
Bundle-Vendor: ANTLR
Bundle-Version: 4.10.0
Export-Package: org.antlr.v4.runtime;uses:="org.antlr.v4.runtime.atn,org
.antlr.v4.runtime.dfa,org.antlr.v4.runtime.misc,org.antlr.v4.runtime.tr
ee,org.antlr.v4.runtime.tree.pattern";version="4.10.0",org.antlr.v4.run
time.misc;uses:="org.antlr.v4.runtime";version="4.10.0",org.antlr.v4.ru
ntime.tree;uses:="org.antlr.v4.runtime,org.antlr.v4.runtime.misc";versi
on="4.10.0",org.antlr.v4.runtime.tree.xpath;uses:="org.antlr.v4.runtime
 ,org.antlr.v4.runtime.atn,org.antlr.v4.runtime.tree";version="4.10.0",o
rg.antlr.v4.runtime.tree.pattern;uses:="org.antlr.v4.runtime,org.antlr.
v4.runtime.misc,org.antlr.v4.runtime.tree";version="4.10.0",org.antlr.v
4.runtime.dfa;uses:="org.antlr.v4.runtime,org.antlr.v4.runtime.atn";ver
sion="4.10.0",org.antlr.v4.runtime.atn;uses:="org.antlr.v4.runtime,org.
antlr.v4.runtime.dfa,org.antlr.v4.runtime.misc";version="4.10.0"
Implementation-URL: http://www.antlr.org/runtime/antlr4-runtime
Implementation-Vendor-Id: org.antlr
Import-Package: org.antlr.v4.gui,org.antlr.v4.runtime,org.antlr.v4.runti
me.atn,org.antlr.v4.runtime.dfa,org.antlr.v4.runtime.misc,org.antlr.v4.
runtime.tree,org.antlr.v4.runtime.tree.pattern,org.antlr.v4.runtime.tre
e.xpath
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /antlr4-runtime-4-10-3-jar/META-INF/MANIFEST.MF

1.193 resourcelocator 1.0.3

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1.194 resilience4j-core 0.13.1

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1.195 javax-el 3.0.1-b11

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1.198 kotlin 1.4.10

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1.204 iconv 2.17

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its purpose remains meaningful.

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function must
be optional: if the application does not supply it, the square
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This option is useful when you wish to copy part of the code of

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of
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Appendix: How to Apply These Terms to Your New Libraries

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1.205 python 2.7.5-92.el7_9

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

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

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

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

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

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

Footnotes:

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

other software that is released under the GPL; the others don't.

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

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

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1.214 jersey-container-servlet-core 2.33

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)
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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023
bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):
Command (m for help):
---

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout----------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):
Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0 unused 5 4.1BSD 9 4.4LFS d boot
1 swap
6 Eighth Edition a unknown e ADOS
2 Version 6 7 4.2BSD b HPFS f HFS
3 Version 7 8 MS-DOS c ISO-9660 10 AdvFS
4 System V

BSD disklabel command (m for help):
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1.218 pam 1.1.8-23.el7

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1.223 kerberos 1.15.1-55.el7_9

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cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
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lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c

lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
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1.224 httpclient-cache 4.5.13

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1.226 kafka-protobuf-serializer 5.5.5

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    xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">

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    <license>
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   <groupId>org.apache.kafka</groupId>
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            </goals>
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  </build>
</project>
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Found in path(s):
* /kafka-protobuf-serializer-5-5-5-jar/META-INF/maven/io.confluent/kafka-protobuf-serializer/pom.xml

1.227 libcap-ng 0.7.5-4.el7

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1.228 nss-pem 1.0.3-7.el7

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1.230 jakarta-el-api 3.0.3

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1.234 dropwizard-jersey 2.0.34

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1.235 pyxattr 0.5.1-5.el7

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* /dagger-2-4-sources-jar/dagger/internal/ProviderOfLazy.java
* /dagger-2-4-sources-jar/dagger/Binds.java
* /dagger-2-4-sources-jar/dagger/internal/Preconditions.java
* /dagger-2-4-sources-jar/dagger/internal/DoubleCheck.java
* /dagger-2-4-sources-jar/dagger/multibindings/ElementsIntoSet.java
*
 /dagger-2-4-sources-jar/dagger/multibindings/IntoMap.java
* /dagger-2-4-sources-jar/dagger/multibindings/package-info.java
* /dagger-2-4-sources-jar/dagger/multibindings/IntoSet.java
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* /dagger-2-4-sources-jar/dagger/package-info.java
* /dagger-2-4-sources-jar/dagger/multibindings/IntKey.java
* /dagger-2-4-sources-jar/dagger/multibindings/StringKey.java
* /dagger-2-4-sources-jar/dagger/multibindings/LongKey.java
* /dagger-2-4-sources-jar/dagger/internal/Beta.java
*
 /dagger-2-4-sources-jar/dagger/multibindings/ClassKey.java
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* /dagger-2-4-sources-jar/dagger/Component.java
* /dagger-2-4-sources-jar/dagger/internal/InstanceFactory.java
* /dagger-2-4-sources-jar/dagger/internal/SingleCheck.java
*
 /dagger-2-4-sources-jar/dagger/internal/Factory.java
* /dagger-2-4-sources-jar/dagger/internal/MapProviderFactory.java
* /dagger-2-4-sources-jar/dagger/internal/Collections.java
* /dagger-2-4-sources-jar/dagger/internal/SetFactory.java

1.241 reactive-streams 1.0.4

1.241.1 Available under license :

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1.242 logback-access 1.2.11

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1.243 httpcomponents-core 4.4.14

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1.244 activation-api 1.2.2

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* Project home: https://projects.eclipse.org/projects/ee4j.jaf

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1.245 resilience4j-circuitbreaker 0.13.1

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* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/ClosedState.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerEvent.java
*
/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/HalfOpenState.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnErrorEvent.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/CircuitBreakerState.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/CircuitBreakerRegistry.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/CircuitBreakerConfig.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnSuccessEvent.java
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* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnStateTransitionEvent.java
*
/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/CircuitBreakerOpenException.java
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* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/RingBitSet.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/BitSetMod.java

1.246 jackson-databind 2.10.1

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1.247 kpartx 0.4.9-136.el7_9

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.248 kafka-avro-serializer 6.2.1

1.248.1 Available under license :

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

```
<project xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns="http://maven.apache.org/POM/4.0.0"
      xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">

  <modelVersion>4.0.0</modelVersion>

  <parent>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-registry-parent</artifactId>
    <version>6.2.1</version>
  </parent>

  <licenses>
    <license>
      <name>Apache License 2.0</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.html</url>
      <distribution>repo</distribution>
    </license>
  </licenses>

  <artifactId>kafka-avro-serializer</artifactId>
  <packaging>jar</packaging>
  <name>kafka-avro-serializer</name>

  <dependencies>
    <dependency>
      <groupId>org.apache.kafka</groupId>
      <artifactId>kafka_${kafka.scala.version}</artifactId>
       <scope>provided</scope>
    </dependency>
    <dependency>
      <groupId>org.apache.avro</groupId>
      <artifactId>avro</artifactId>
    </dependency>
```

```
    <dependency>
      <groupId>org.apache.commons</groupId>
      <artifactId>commons-compress</artifactId>
    </dependency>
    <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-serializer</artifactId>
      <version>${io.confluent.schema-registry.version}</version>
    </dependency>
    <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-registry-client</artifactId>
      <version>${io.confluent.schema-registry.version}</version>
    </dependency>

    <dependency>
      <groupId>com.google.guava</groupId>
      <artifactId>guava</artifactId>
      <scope>test</scope>
    </dependency>
    <dependency>
      <groupId>junit</groupId>
       <artifactId>junit</artifactId>
      <scope>test</scope>
    </dependency>
    <dependency>
      <groupId>org.slf4j</groupId>
      <artifactId>slf4j-log4j12</artifactId>
      <scope>test</scope>
    </dependency>
    <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>confluent-log4j</artifactId>
      <scope>test</scope>
    </dependency>
  </dependencies>

  <build>
    <plugins>
      <plugin>
        <groupId>org.apache.avro</groupId>
        <artifactId>avro-maven-plugin</artifactId>
        <executions>
          <execution>
            <phase>generate-sources</phase>
            <goals>
              <goal>schema</goal>
            </goals>
```

```
                <configuration>
                  <testSourceDirectory>${project.basedir}/src/test/avro</testSourceDirectory>

                </configuration>
              </execution>
            </executions>
          </plugin>
        </plugins>
      </build>
</project>
```

Found in path(s):
* /kafka-avro-serializer-6-2-1-jar/META-INF/maven/io.confluent/kafka-avro-serializer/pom.xml

1.249 iniparse 0.4

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iniparse/compat.py and tests/test_compat.py contain code derived from
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

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

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

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

2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
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1.250 jetty-servlets 9.4.49.v20220914

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* 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
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
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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

Mortbay

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

Assorted

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1.251 metrics-json 4.1.33

1.251.1 Available under license :

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

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.json
Build-Jdk-Spec: 1.8
Bundle-Description: A set of Jackson modules which provide serializers
 for most Metrics classes.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Jackson Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.json
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.json;uses:="com.codahale.metrics,
com.fasterxml.jackson.core,com.fasterxml.jackson.databind";version="4
.1.33"
Implementation-Title: Jackson Integration for Metrics
Implementation-Version: 4.1.33
Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.me
trics.health;version="[4.1,5)";resolution:=optional,com.fasterxml.jac
kson.core;version="[2.9,3)",com.fasterxml.jackson.databind;version="[
2.9,3)",com.fasterxml.jackson.databind.module;version="[2.9,3)",com.f

asterxml.jackson.databind.ser;version="[2.9,3)",com.fasterxml.jackson
.databind.ser.std;version="[2.9,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-json-4-1-33-jar/META-INF/MANIFEST.MF

1.252 pcre 8.32-17.el7

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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

University of Cambridge Computing Service,
Cambridge, England.

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Written
by: Zoltan Herczeg
Email local part: hzmester

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1.253 lz4 1.8.3-1.el7

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Upstream-Name: liblz4
Upstream-Contact: Yann Collet <Cyan4973@github.com>
Source: https://github.com/lz4/lz4

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1.254 protobuf-java 3.19.2

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* /protobuf-java-3-19-2-sources-jar/com/google/protobuf/StructuralMessageInfo.java
* /protobuf-java-3-19-2-sources-jar/com/google/protobuf/BlockingService.java
* /protobuf-java-3-19-2-sources-jar/google/protobuf/wrappers.proto
*
/protobuf-java-3-19-2-sources-jar/com/google/protobuf/AllocatedBuffer.java
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* /protobuf-java-3-19-2-sources-jar/com/google/protobuf/MapFieldSchemas.java
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* /protobuf-java-3-19-2-sources-jar/com/google/protobuf/NewInstanceSchema.java
* /protobuf-java-3-19-2-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java

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1.255 yum-utils 1.1.31-54.el7_8

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1.258 cpp 4.8.5-44.el7

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application. Therefore, Subsection 2d requires that any
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root function must still compute square roots.)

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Version 3.1, 31 March 2009

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This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied
the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the
experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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* m4/ax_func_which_gethostbyname_r.m4

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The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

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3. Object Code Incorporating Material from Library Header Files.

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structure
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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 for conveying Corresponding Source.)

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You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under

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==========

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@appendixsubsec Preamble

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that might be
introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use 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 @dfn{Lesser} General Public License because it
does @emph{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.

The precise terms and conditions for copying, distribution and
modification follow. Pay close attention to the difference between a
``work based on the library'' and a ``work that uses the library''. The
former contains code derived from the
library, whereas the latter must
be combined with the library in order to run.

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@end iftex
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``Source code'' for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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and what the program that uses the Library does.

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@enumerate a
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@item
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the files modified to carry prominent notices
stating that you changed the files and the date of any change.

@item
You must cause the whole of the work to be licensed at no
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@item
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.)
@end enumerate

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

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

@item
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.

@item
As an exception to the Sections above, you may also combine or
link a ``work that uses the Library'' with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
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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:

@enumerate a
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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.)

@item
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
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version that the work was made with.

@item
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@item
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@end enumerate

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@enumerate a
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@item
Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.
@end enumerate

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@heading END OF TERMS AND CONDITIONS
@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS
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@page
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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf
Bnd-LastModified: 1664485905970
Build-Jdk: 1.8.0_181-google-v7
Built-By: mkruskal
Bundle-Description: Core Protocol Buffers library. Protocol Buffers are
a way of encoding structured data in an efficient yet extensible for
mat.
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Bundle-Name: Protocol Buffers [Core]
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Bundle-Version: 3.19.6
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf;version="3.19.6"
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* /swagger-annotations-2-1-6-sources-jar/io/swagger/v3/oas/annotations/ExternalDocumentation.java
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1.264 snappy-java 1.1.8.1

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1.265 micronaut-runtime 3.8.8

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* /micronaut-runtime-3-8-8-jar/META-INF/native-image/io.micronaut/micronaut-runtime/native-image.properties
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1.266 zstd-jni 1.4.9-1

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Manifest-Version: 1.0
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1615191527618
Bundle-Description: JNI bindings for Zstd native library that provides
 fast and high compression lossless algorithm for Java and all JVM la
nguages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;descripti
on=BSD 2-Clause License
Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: aix/ppc64/libzstd-jni.so;osname=AIX;processor=ppc64
, darwin/x86_64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processo
r=x86_64, darwin/aarch64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX
;processor=aarch64, freebsd/amd64/libzstd-jni.so;osname=FreeBSD;proce
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inux/ppc64le/libzstd-jni.so;osname=Linux;processor=ppc64le, linux/s39
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.dll;osname=Win32;processor=amd64, win/x86/libzstd-jni.dll;osname=Win
32;processor=x86
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.4.9.1
Created-By: 1.8.0_275 (Debian)
Export-Package: com.github.luben.zstd;version="1.4.9.1",com.github.lub
en.zstd.util;version="1.4.9.1"
Implementation-Title: zstd-jni
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Implementation-Version: 1.4.9-1
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: linux.amd64,linux.i386,linux.aarch64,linux.arm,linux.
ppc64,linux.ppc64le,linux.mips64,linux.s390x,aix.ppc64,darwin.x86_64,
 darwin.aarch64,win.amd64,win.x86,freebsd.amd64,freebsd.i386
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Specification-Title: zstd-jni
Specification-Vendor: com.github.luben
Specification-Version: 1.4.9-1
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /zstd-jni-1-4-9-1-jar/META-INF/MANIFEST.MF

1.267 berkeley-db 5.3.21-25.el7

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/*-
* Id
*/

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1.270 core-io 1.7.18

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1.273 feign-jaxrs 8.18.0

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1.274 aop-alliance 1.0

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```
Pod::Spec.new do |s|

 s.name         = "DCPathButton"
 s.version      = "2.1.1"
 s.summary      = " A beautiful button copy from Path® "

 s.description  = <<-DESC
   DCPathButton is a menu button, design by an famous App Path®.
   Since Path® 4.0, it return to use a tab bar instead of a side bar,
   and also change the menu button. So I try to implement it and then
   the DCPathButton born :)
                DESC

 s.homepage     = "https://github.com/Tangdixi/DCPathButton"

 s.license      = {
 :type => 'MIT',
 :text => 'The DCPathButton use the MIT license'
 }

 s.author             = { "Tangdixi" => "Tangdixi@gmail.com" }

 s.platform     = :ios, '7.0'

 s.source       = {
 :git => "https://github.com/Tangdixi/DCPathButton.git",
 :tag => "2.1.1"
 }

 s.source_files  = 'DCPathButton/Classes/*.{h,m}'

 s.resources  = ["DCPathButton/Sounds/*"]

 s.frameworks = 'QuartzCore','AudioToolbox'

  s.requires_arc = true

end
```

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*
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* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/InetNameResolver.java
* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
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1.281 micronaut-jackson-databind 3.8.8

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1.282 ca-certificates 2022.2.54-74.el7_9

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////

ca-legacy(8)
==========
:doctype: manpage
:man source: ca-legacy

NAME
---
ca-legacy - Manage the system configuration for legacy CA certificates

SYNOPSIS
----
ca-legacy ['COMMAND']

DESCRIPTION
----
ca-legacy(8) is used to include or exclude a set of legacy Certificate Authority (CA)
certificates in the system's list of trusted CA certificates.

The list of CA certificates and trust flags
included in the ca-certificates package
are based on the decisions made by Mozilla.org according to the Mozilla CA policy.

Occasionally, removal or distrust decisions made by Mozilla.org might be incompatible with the requirements
or limitations of some applications that also use the CA certificates list in the Linux environment.

The ca-certificates package might keep some CA certificates included and trusted by default,
as long as it is seen necessary by the maintainers, despite the fact that they have
been removed by Mozilla. These certificates are called legacy CA certificates.

The general requirements to keep legacy CA certificates included and trusted might change over time,
for example if functional limitations of software packages have been resolved.
Future versions of the ca-certificates package might reduce the set of legacy CA certificates
that are included and trusted by default.

The ca-legacy(8) command can be used to override the default behaviour.

The mechanisms
to individually trust or distrust CA certificates as described in update-ca-trust(8) still apply.

COMMANDS
----
check::
  The current configuration will be shown.

default::
  Configure the system to use the default configuration, as recommended
  by the package maintainers.

disable::
  Configure the system to explicitly disable legacy CA certificates.
  Using this configuration, the system will use the set of
  included and trusted CA certificates as released by Mozilla.

install::
  The configuration file will be read and the system configuration
  will be set accordingly. This command is executed automatically during
  upgrades of the ca-certificates package.

FILES

/etc/pki/ca-trust/ca-legacy.conf::
 A configuration file that will be used and modified by the ca-legacy command.
  The contents of the configuration file will be read on package upgrades.

AUTHOR

Written by Kai Engert.

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* /ca-certificates-2022.2.54-74.el7_9.src.rpm-cosi-expand-archive-GCjLhYzR/ca-legacy.8.txt
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////

update-ca-trust(8)
==================
:doctype: manpage
:man source: update-ca-trust

NAME
----
update-ca-trust - manage consolidated and dynamic configuration of CA
certificates and associated trust

SYNOPSIS
----
update-ca-trust ['COMMAND']

DESCRIPTION
----
update-ca-trust(8) is used to manage a consolidated and dynamic configuration
feature of Certificate Authority (CA) certificates and
associated trust.

The feature is available for new applications that read the
consolidated configuration files found in the /etc/pki/ca-trust/extracted directory
or that load the PKCS#11 module p11-kit-trust.so

Parts of the new feature are also provided in a way to make it useful
for legacy applications.

Many legacy applications expect CA certificates and trust configuration
in a fixed location, contained in files with particular path and name,
or by referring to a classic PKCS#11 trust module provided by the
NSS cryptographic library.

The dynamic configuration feature provides functionally compatible replacements
for classic configuration files and for the classic NSS trust module named libnssckbi.

In order to enable legacy applications, that read the classic files or
access the classic module, to make use of the new consolidated and dynamic configuration
feature, the classic filenames have been changed to symbolic links.
The symbolic links refer to dynamically created and
consolidated
output stored below the /etc/pki/ca-trust/extracted directory hierarchy.

The output is produced using the 'update-ca-trust' command (without parameters),
or using the 'update-ca-trust extract' command.
In order to produce the output, a flexible set of source configuration
is read, as described in section <<sourceconf,SOURCE CONFIGURATION>>.

In addition, the classic PKCS#11 module
is replaced with a new PKCS#11 module (p11-kit-trust.so) that dynamically

reads the same source configuration.

[[sourceconf]]
SOURCE CONFIGURATION

The dynamic configuration feature uses several source directories that
will be scanned for any number of source files. *It is important to select
the correct subdirectory for adding files, as the subdirectory defines how
contained certificates will be trusted or distrusted, and which file formats are read.*

Files in *subdirectories below the directory hierarchy /usr/share/pki/ca-trust-source/* contain CA certificates and

trust settings in the PEM file format. The trust settings found here will be
interpreted with a *low priority*.

Files in *subdirectories below the directory hierarchy /etc/pki/ca-trust/source/* contain CA certificates and
trust settings in the PEM file format. The trust settings found here will be
interpreted with a *high priority*.

.You may use the following rules of thumb to decide, whether your configuration files should be added to the /etc or rather to the /usr directory hierarchy:
* If you are manually adding a configuration file to a system, you probably
want it to override any other default configuration, and you most likely should
add it to the respective subdirectory in the /etc hierarchy.
* If you are creating a package that provides additional root CA certificates,
that is intended for distribution to several computer systems, but you still
want to allow the administrator to override your list, then your package should
add your files to the respective subdirectory in
the /usr hierarchy.
* If you are creating a package that is supposed to override the default system
trust settings, that is intended for distribution to several computer systems, then your package should install the files to the respective
subdirectory in the /etc hierarchy.

.*QUICK HELP 1*: To add a certificate in the simple PEM or DER file formats to the list of CAs trusted on the system:
* add it as a new file to directory /etc/pki/ca-trust/source/anchors/
* run 'update-ca-trust extract'

.*QUICK HELP 2*: If your certificate is in the extended BEGIN TRUSTED file format (which may contain distrust/blacklist trust flags, or trust flags for usages other than TLS) then:
* add it as a new file to directory /etc/pki/ca-trust/source/
* run 'update-ca-trust extract'

.In order to offer simplicity and flexibility, the way certificate files are treated depends on the subdirectory they are installed to.
* simple trust anchors subdirectory: /usr/share/pki/ca-trust-source/anchors/ or /etc/pki/ca-trust/source/anchors/

*
 simple blacklist (distrust) subdirectory: /usr/share/pki/ca-trust-source/blacklist/ or /etc/pki/ca-trust/source/blacklist/
* extended format directory: /usr/share/pki/ca-trust-source/ or /etc/pki/ca-trust/source/

.In the main directories /usr/share/pki/ca-trust-source/ or /etc/pki/ca-trust/source/ you may install one or multiple files in the following file formats:
* certificate files that include trust flags,
 in the BEGIN/END TRUSTED CERTIFICATE file format
 (any file name), which have been created using the openssl x509 tool
 and the -addreject -addtrust options.
 Bundle files with multiple certificates are supported.
* files in the p11-kit file format using the .p11-kit file name
 extension, which can (e.g.) be used to distrust certificates
 based on serial number and issuer name, without having the
 full certificate available.
 (This is currently an undocumented format, to be extended later.
  For examples of the supported formats, see the files
   shipped with the ca-certificates package.)
* certificate files without trust flags in either the DER file format or in
 the PEM (BEGIN/END CERTIFICATE) file format (any file name). Such files
 will be added with neutral trust, neither trusted nor distrusted.
 They will simply be known to the system, which might be helpful to
 assist cryptographic software in constructing chains of certificates.
 (If you want a CA certificate in these file formats to be trusted, you
  should remove it from this directory and move it to the
  ./anchors subdirectory instead.)

In the anchors subdirectories /usr/share/pki/ca-trust-source/anchors/ or /etc/pki/ca-trust/source/anchors/
you may install one or multiple certificates in either the DER file
format or in the PEM (BEGIN/END CERTIFICATE) file format.
Each certificate will be treated as *trusted* for all purposes.

In the blacklist subdirectories /usr/share/pki/ca-trust-source/blacklist/ or /etc/pki/ca-trust/source/blacklist/
you may install
 one or multiple certificates in either the DER file
format or in the PEM (BEGIN/END CERTIFICATE) file format.
Each certificate will be treated as *distrusted* for all purposes.

Please refer to the x509(1) manual page for the documentation of the
BEGIN/END CERTIFICATE and BEGIN/END TRUSTED CERTIFICATE file formats.

Applications that rely on a static file for a list of trusted CAs
may load one of the files found in the /etc/pki/ca-trust/extracted
directory. After modifying any file in the
/usr/share/pki/ca-trust-source/ or /etc/pki/ca-trust/source/
directories or in any of their subdirectories, or after adding a file,
it is necessary to run the 'update-ca-trust extract' command,
in order to update the consolidated files in /etc/pki/ca-trust/extracted/ .

Applications that load the classic PKCS#11 module using filename libnssckbi.so
(which has been converted into a symbolic link pointing to the new module)
and any application capable of
loading PKCS#11 modules and loading p11-kit-trust.so,
 will benefit from
the dynamically merged set of certificates and trust information stored in the
/usr/share/pki/ca-trust-source/ and /etc/pki/ca-trust/source/ directories.

[[extractconf]]
EXTRACTED CONFIGURATION

The directory /etc/pki/ca-trust/extracted/ contains generated CA certificate
bundle files which are created and updated, based on the <<sourceconf,SOURCE CONFIGURATION>>
by running the 'update-ca-trust extract' command.

If your application isn't able to load the PKCS#11 module p11-kit-trust.so,
then you can use these files in your application to load a list of global
root CA certificates.

Please never manually edit the files stored in this directory,
because your changes will be lost and the files automatically overwritten,
each time the 'update-ca-trust extract' command gets executed.

In order to install new trusted or distrusted certificates,
please rather install them in the respective subdirectory below the
/usr/share/pki/ca-trust-source/
 or /etc/pki/ca-trust/source/
directories, as described in the <<sourceconf,SOURCE CONFIGURATION>> section.

The directory /etc/pki/ca-trust/extracted/java/ contains
a CA certificate bundle in the java keystore file format.
Distrust information cannot be represented in this file format,
and distrusted certificates are missing from these files.
File cacerts contains CA certificates trusted for TLS server authentication.

The directory /etc/pki/ca-trust/extracted/openssl/ contains
CA certificate bundle files in the extended BEGIN/END TRUSTED CERTIFICATE file format,
as described in the x509(1) manual page.
File ca-bundle.trust.crt contains the full set of all trusted
or distrusted certificates, including the associated trust flags.

The directory /etc/pki/ca-trust/extracted/pem/ contains
CA certificate bundle files in the simple BEGIN/END CERTIFICATE file format,
as described in the x509(1) manual page.
Distrust information cannot be represented in this file format,
and distrusted

certificates are missing from these files.
File tls-ca-bundle.pem contains CA certificates
trusted for TLS server authentication.
File email-ca-bundle.pem contains CA certificates
trusted for E-Mail protection.
File objsign-ca-bundle.pem contains CA certificates
trusted for code signing.

COMMANDS

(absent/empty command)::
Same as the *extract* command described below. (However, the command may
print fewer warnings, as this command is being run during rpm package
installation, where non-fatal status output is undesired.)

extract::
Instruct update-ca-trust to scan the <<sourceconf,SOURCE CONFIGURATION>> and produce
updated versions of the consolidated configuration files stored below
the /etc/pki/ca-trust/extracted directory hierarchy.

FILES

/etc/pki/tls/certs/ca-bundle.crt::
Classic filename, file contains a list of CA certificates trusted for TLS server authentication usage, in the simple BEGIN/END CERTIFICATE file format, without
distrust information.
This file is a symbolic link that refers to the consolidated output created by the update-ca-trust command.

/etc/pki/tls/certs/ca-bundle.trust.crt::
Classic filename, file contains a list of CA certificates in the extended BEGIN/END TRUSTED CERTIFICATE file format, which includes trust (and/or distrust) flags specific to certificate usage.
This file is a symbolic link that refers to the consolidated output created by the update-ca-trust command.

/etc/pki/java/cacerts::
Classic filename, file contains a list of CA certificates trusted for TLS server authentication usage, in the Java keystore file format, without distrust information.
This file is a symbolic link that refers to the consolidated output created by the update-ca-trust command.

/usr/share/pki/ca-trust-source::
Contains multiple, low priority source configuration files as explained in section <<sourceconf,SOURCE CONFIGURATION>>. Please pay attention to the specific meanings of the respective subdirectories.

/etc/pki/ca-trust/source::
Contains
multiple, high priority source configuration files as explained in section <<sourceconf,SOURCE CONFIGURATION>>. Please pay attention to the specific meanings of the respective subdirectories.

/etc/pki/ca-trust/extracted::
 Contains consolidated and automatically generated configuration files for consumption by applications,
 which are created using the 'update-ca-trust extract' command. Don't edit files in this directory, because they will be overwritten.
 See section <<extractconf,EXTRACTED CONFIGURATION>> for additional details.

AUTHOR

Written by Kai Engert and Stef Walter.

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* /ca-certificates-2022.2.54-74.el7_9.src.rpm-cosi-expand-archive-GCjLhYzR/update-ca-trust.8.txt
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1.283 servlet-api 4.0.1

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1.284 httpasyncclient 4.1.4

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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/NativeInetAddress.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_errors.h
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/DomainSocketAddress.java
*
 /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_filedescriptor.c
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_socket.c
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/FileDescriptor.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/DatagramSocketAddress.java
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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/SegmentedDatagramPacket.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/DomainDatagramPacket.java
*

/netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/DomainDatagramSocketAddress.java
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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_limits.c
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_limits.h
*
/netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/SocketWritableByteChannel.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/Limits.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_util.c
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_util.h
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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/netty_unix_buffer.h
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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/IntegerUnixChannelOption.java
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* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/Unix.java
* /netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/IovArray.java
*
/netty-transport-native-unix-common-4-1-81-final-sources-1-jar/io/netty/channel/unix/UnixChannelOption.java

1.286 pkg-config 0.27.1-4.el7

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1.289 hk2-locator 2.6.1

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* https://github.com/eclipse-ee4j/glassfish-jsftemplating
* https://github.com/eclipse-ee4j/glassfish-hk2-extra
* https://github.com/eclipse-ee4j/glassfish-hk2
* https://github.com/eclipse-ee4j/glassfish-fighterfish

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None

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1.290 opentracing-noop 0.31.0

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Found in path(s):
* /opentracing-noop-0-31-0-sources-jar/META-INF/maven/io.opentracing/opentracing-noop/pom.xml
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*/
```

Found in path(s):
* /opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpanBuilder.java
* /opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpan.java
* /opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopScopeManager.java
* /opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpanContext.java
*
/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopTracer.java
* /opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopTracerFactory.java

1.291 bzip2 1.0.6-13.el7

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

/* --
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lossless, block-sorting data compression.

bzip2/libbzip2 version 1.0.6 of 6 September 2010
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-- */

1.292 netty 4.1.70.Final

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Manifest-Version: 1.0
Implementation-Title: Netty/All-in-One
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name:
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.all
Implementation-Version: 4.1.70.Final
Built-By: norman
Bnd-LastModified: 1635932641304
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/All-in-One
Bundle-Version: 4.1.70.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk:
1.8.0_252
Implementation-URL: https://netty.io/netty-all/

Found in path(s):

* /netty-all-4-1-70-final-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /netty-all-4-1-70-final-jar/META-INF/maven/io.netty/netty-all/pom.xml

1.293 libstdc++ 4.8.5-44.el7

1.293.1 Available under license :

Jan 21, 2002

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@item

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the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
svn://gcc.gnu.org/svn/gcc/ (for prereleases)
http://bitbucket.org/goshawk/gdc (for D)

The current gcc-4.8 source package is taken from the SVN gcc-4_8-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language Compiler package Library package Documentation

Ada gnat-4.8
 libgnat-4.8 gnat-4.8-doc
C gcc-4.8 gcc-4.8-doc
C++ g++-4.8 libstdc++6 libstdc++6-4.8-doc
D gdc-4.8
Fortran 95 gfortran-4.8 libgfortran3 gfortran-4.8-doc
Go gccgo-4.8 libgo0
Java gcj-4.8 libgcj10 libgcj-doc
Objective C gobjc-4.8 libobjc2
Objective C++ gobjc++-4.8

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language Sources Development Debugging Position-Independent

C++ libstdc++6-4.8-dbg libstdc++6-4.8-pic
D libphobos-4.8-dev
Java libgcj10-src libgcj10-dev libgcj10-dbg

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4
GCC intrinsics (platform-dependent)
gcc-4.8-base Base files common to all compilers
gcc-4.8-soft-float Software floating point (ARM only)
gcc-4.8-source The sources with patches

Ada:
libgnatvsn-dev, libgnatvsn4.8 GNAT version library
libgnatprj-dev, libgnatprj4.8 GNAT Project Manager library

C:
cpp-4.8, cpp-4.8-doc GNU C Preprocessor
libmudflap0-dev, libmudflap0 Library for instrumenting pointers
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files
protoize Create/remove ANSI prototypes from C code

Java:
gij The Java bytecode interpreter and VM
libgcj-common Common files for the Java run-time
libgcj10-awt The Abstract Windowing Toolkit
libgcj10-jar Java ARchive
for the Java run-time

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libmudflap
- libgfortran
- The libgnat-4.8 Ada support library and libgnatvsn library.
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Written by Tobias Burnus <burnus@net-b.de>

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D:
gdc-4.8 GNU D Compiler
libphobos-4.8-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:
- d/*

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The DMD Compiler implementation of the D programming language:
- d/dmd/*

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The Zlib data compression library:
- d/phobos/etc/c/zlib/*

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underneath the "Written by" line would be adequate.
This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely

due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied
 the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the
 experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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David Megginson,
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1998-05-11

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1.295 archaius-core 0.7.6

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1.296 pyliblzma 0.5.3-11.el7

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 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/PemPrivateKey.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
*
 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/flush/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
*
 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/pcap/PcapHeaders.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
*
 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
*
 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslClosedEngineException.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java
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 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/traffic/package-info.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
*
 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
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 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
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 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/util/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
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 /netty-handler-4-1-81-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/timeout/IdleState.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/stream/package-info.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
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* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslCompletionEvent.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /netty-handler-4-1-81-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
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<one line to give the program's name and a brief idea of what it does.>
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1.301 libffi 3.0.13-19.el7

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1.302 qrencode 3.4.1-3.el7

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

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

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

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

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

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

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1.305 micronaut-management 3.8.8

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1.306 jetty-util 9.4.49.v20220914

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* java.sun.security.ssl

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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletSecurityElement.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/HttpMethodConstraint.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/ServletSecurity.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/descriptor/JspPropertyGroupDescriptor.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/WebFilter.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/AsyncContext.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/FilterRegistration.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/PushBuilder.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/MultipartConfigElement.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContainerInitializer.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/HttpMethodConstraintElement.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/WebInitParam.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ReadListener.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/Registration.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/descriptor/JspConfigDescriptor.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/DispatcherType.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/AsyncListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/MultipartConfig.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionIdListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpUpgradeHandler.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/WebConnection.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/SessionTrackingMode.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/HandlesTypes.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/HttpConstraint.java

* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/annotation/WebServlet.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/WriteListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/descriptor/TaglibDescriptor.java
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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/GenericFilter.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/AsyncEvent.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/MappingMatch.java
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*/
/**
   * Constructor to establish non-empty getRolesAllowed and/or <tt>TransportGuarantee.CONFIDENTIAL</tt>.
   *
   * @param guarantee <tt>TransportGuarantee.NONE</tt> or <tt>TransportGuarantee.CONFIDENTIAL</tt>
    * @param roleNames the names of the roles that are to be allowed access
   */

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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/RequestDispatcher.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletRequestWrapper.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/FilterChain.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletException.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContextAttributeListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionActivationListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionAttributeListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/Servlet.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletRequestListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpServletResponse.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContextListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletRequestAttributeListener.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpServletRequest.java
*
 /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpServletResponseWrapper.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/Filter.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletOutputStream.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpServletRequestWrapper.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpUtils.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContextAttributeEvent.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionContext.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/FilterConfig.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletInputStream.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/UnavailableException.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionEvent.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletResponse.java
*

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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpServlet.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/SingleThreadModel.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContextEvent.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletContext.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/Cookie.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSessionBindingEvent.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletResponseWrapper.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletRequestEvent.java
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/HttpSession.java
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c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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

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"Source code" for a work means the preferred form of the work for
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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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

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

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(Executables containing this object code plus portions of the Library will still fall under Section 6.)

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c) If distribution of the work is made by offering access to copy
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For an executable, the required form of the "work that uses the
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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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Ty Coon, President of Vice

That's all there is to it!

1.313 netty 4.1.81.Final

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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/InternalThreadLocalMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/PromiseNotifier.java
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 /netty-common-4-1-81-final-sources-jar/io/netty/util/Mapping.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/FastThreadLocal.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ResourceLeakHint.java

* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/NativeLibraryLoader.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/DomainNameMapping.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/PromiseAggregator.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AsciiString.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/LongObjectHashMap.java
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 /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/LongObjectMap.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/ByteObjectHashMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ObjectUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/CharCollections.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/collection/IntCollections.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/OrderedEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/UnstableApi.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/NativeLibraryUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/MacAddressUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/UnaryPromiseNotifier.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/IntSupplier.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/Log4J2Logger.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/OutOfDirectMemoryError.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/BooleanSupplier.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/PromiseNotificationUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ThrowableUtil.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/DefaultPriorityQueue.java
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/netty-common-4-1-81-final-sources-jar/io/netty/util/DomainMappingBuilder.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AsyncMapping.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/HashingStrategy.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/NettyRuntime.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ReflectionUtil.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseLinkedQueue.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ThreadExecutorMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/svm/package-info.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java
*
/netty-common-4-1-81-final-sources-jar/io/netty/util/internal/Hidden.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ObjectPool.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ReferenceCountUpdater.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/DefaultAttributeMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Timer.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AttributeKey.java
*
 /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/EventExecutorGroup.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/SystemPropertyUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/SingleThreadEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Attribute.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/PlatformDependent.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/CharsetUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/CommonsLoggerFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/JdkLoggerFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutorGroup.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/Log4JLoggerFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/StringUtil.java
*
 /netty-common-4-1-81-final-sources-jar/io/netty/util/TimerTask.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/SucceededFuture.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/package-info.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/MultithreadEventExecutorGroup.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AbstractConstant.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Signal.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/EventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/Slf4JLoggerFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/BlockingOperationException.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/NetUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/IllegalReferenceCountException.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/HashedWheelTimer.java
*
 /netty-common-4-1-81-final-sources-jar/io/netty/util/Constant.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Timeout.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/FailedFuture.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/InternalLogLevel.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AttributeMap.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/GlobalEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/AbstractInternalLogger.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/Slf4JLogger.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/InternalLoggerFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/package-info.java

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io.netty.util.internal.Hidden$NettyBlockHoundIntegration

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* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/FastThreadLocalThread.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/CleanerJava6.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/ByteProcessorUtils.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/Cleaner.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/CleanerJava9.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/NetUtilSubstitutions.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/NetUtilInitializations.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/DomainWildcardMappingBuilder.java
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<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
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</dependency>

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 <groupId>com.google.guava</groupId>
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</dependencies>
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   <artifactId>maven-surefire-plugin</artifactId>
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   <configuration>
    <instructions>
     <Import-Package>sun.misc;resolution:=optional</Import-Package>
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  </plugin>
  <plugin>
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  <version>3.1.1</version>
  <configuration>
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    <additionalOption>-Xdoclint:none</additionalOption>
   </additionalOptions>
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</plugins>
</build>

<distributionManagement>
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  <name>jctools-jctools</name>
  <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
 </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
 <license>
  <name>Apache
License, Version 2.0</name>
  <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
  <distribution>repo</distribution>
 </license>
</licenses>
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<scm>
 <url>https://github.com/JCTools/JCTools</url>
 <connection>scm:git:https://github.com/JCTools/JCTools</connection>
 <tag>HEAD</tag>
</scm>

<developers>
 <developer>
  <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
  <url>https://github.com/mjpt777</url>
 </developer>
 <developer>
  <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
  <url>https://github.com/kay</url>
 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

<prerequisites>
 <maven>3.5.0</maven>
</prerequisites>

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 <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
 <java.version>1.6</java.version>
 <java.test.version>1.8</java.test.version>

 <maven.compiler.source>${java.version}</maven.compiler.source>
 <maven.compiler.target>${java.version}</maven.compiler.target>
 <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
 <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

 <hamcrest.version>1.3</hamcrest.version>
 <junit.version>4.12</junit.version>
 <guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>

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 in path(s):
* /netty-common-4-1-81-final-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
```

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* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/FutureListener.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ResourceLeakDetector.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ConcurrentSet.java
*
 /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ImmediateEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/AppendableCharSequence.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/AbstractReferenceCounted.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ResourceLeak.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ProgressiveFuture.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/package-info.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ReferenceCountUtil.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultFutureListeners.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/AbstractFuture.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ScheduledFuture.java
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 /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/RecyclableArrayList.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Version.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ConstantPool.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/Recycler.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ReferenceCounted.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultPromise.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/GenericFutureListener.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ThreadPerTaskExecutor.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/ResourceLeakException.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/Promise.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ProgressivePromise.java

*
/netty-common-4-1-81-final-sources-jar/io/netty/util/internal/PlatformDependent0.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/NoOpTypeParameterMatcher.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultProgressivePromise.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/Future.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/EmptyArrays.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/PendingWrite.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/TypeParameterMatcher.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/DefaultThreadFactory.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/GenericProgressiveFutureListener.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ScheduledFutureTask.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/package-info.java
*
/netty-common-4-1-81-final-sources-jar/io/netty/util/internal/ReadOnlyIterator.java
* /netty-common-4-1-81-final-sources-jar/io/netty/util/concurrent/ImmediateExecutor.java
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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/logging/CommonsLogger.java
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*/

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* /netty-common-4-1-81-final-sources-jar/io/netty/util/internal/SuppressJava6Requirement.java

1.314 vavr-match 0.9.2

1.314.1 Available under license :

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

```
/*  __   __ __ __   __ ___
* \ \ / /   \ \ / / __/
*  \ V / /\ \ V / /
*   \____/__/ \__\____/__/
*
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*/
```

Found in path(s):

```
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/annotation/Patterns.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/generator/ImportManager.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/model/MethodModel.java
*
 /vavr-match-0-9-2-sources-1-jar/io/vavr/match/model/ParameterModel.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/UnapplyChecker.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/annotation/Unapply.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/model/ClassModel.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/model/TypeParameterModel.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/PatternsProcessor.java
* /vavr-match-0-9-2-sources-1-jar/io/vavr/match/generator/Generator.java
```

1.315 swagger 1.6.2

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Version 2.0, January 2004

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1.316 kmod 20-28.el7

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* /okio-2-8-0-sources-4-jar/commonMain/okio/internal/RealBufferedSink.kt
* /okio-2-8-0-sources-4-jar/commonMain/okio/internal/RealBufferedSource.kt
* /okio-2-8-0-sources-4-jar/commonMain/okio/internal/SegmentedByteString.kt

1.318 netty-resolver 4.1.81.Final

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* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/HostsFileEntriesProvider.java

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* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/NoopAddressResolver.java
*
/netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/package-info.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java
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* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java

*
/netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/InetNameResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/AddressResolver.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/HostsFileParser.java
* /netty-resolver-4-1-81-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
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1.319 guava 31.1-jre

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java

* /guava-31-1-jre-sources-1-jar/com/google/common/base/Present.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Types.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Optional.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/Enums.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Absent.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java

* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Queues.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullnessCasts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/NullnessCasts.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Count.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumBiMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultimap.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingObject.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompoundOrdering.java
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/guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingCollection.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComputationException.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
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*/
/*
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  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeVisitor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Utf8.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Function.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closeables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interners.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Functions.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Resources.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java

* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Files.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Flushables.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/package-info.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Strings.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntry.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeToken.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Cut.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Escapers.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Platform.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteProcessor.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
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/guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Range.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/net/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/ParametricNullness.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ParametricNullness.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ParametricNullness.java
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*/
/*
  * This following method is a modified version of one found in
  * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
  * which contained the following notice:

```
 *
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 */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Internal.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSetMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

Found in path(s):
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
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*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/
```

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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/BaseGraph.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/Java8Compatibility.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Java8Compatibility.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java

* /guava-31-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
*
/guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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  */

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/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java

* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectCollectors.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
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1.320 feign-core 8.18.0

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* /feign-core-8-18-0-sources-jar/feign/Util.java
* /feign-core-8-18-0-sources-jar/feign/auth/BasicAuthRequestInterceptor.java
* /feign-core-8-18-0-sources-jar/feign/MethodMetadata.java
* /feign-core-8-18-0-sources-jar/feign/codec/EncodeException.java
*
 /feign-core-8-18-0-sources-jar/feign/FeignException.java
* /feign-core-8-18-0-sources-jar/feign/Contract.java
* /feign-core-8-18-0-sources-jar/feign/RetryableException.java
* /feign-core-8-18-0-sources-jar/feign/Feign.java
* /feign-core-8-18-0-sources-jar/feign/codec/ErrorDecoder.java
* /feign-core-8-18-0-sources-jar/feign/Client.java
* /feign-core-8-18-0-sources-jar/feign/Response.java
* /feign-core-8-18-0-sources-jar/feign/RequestTemplate.java
* /feign-core-8-18-0-sources-jar/feign/auth/Base64.java
* /feign-core-8-18-0-sources-jar/feign/Request.java
* /feign-core-8-18-0-sources-jar/feign/ReflectiveFeign.java
* /feign-core-8-18-0-sources-jar/feign/codec/StringDecoder.java
* /feign-core-8-18-0-sources-jar/feign/Logger.java
* /feign-core-8-18-0-sources-jar/feign/Retryer.java
* /feign-core-8-18-0-sources-jar/feign/Target.java
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* /feign-core-8-18-0-sources-jar/feign/codec/Encoder.java
* /feign-core-8-18-0-sources-jar/feign/codec/Decoder.java

1.321 micronaut-core-reactive 3.8.8

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* /micronaut-core-reactive-3-8-8-sources-
jar/io/micronaut/core/async/subscriber/SingleThreadedBufferingSubscriber.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/package-info.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/CompletableFuturePublisher.java
*
 /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/processor/package-info.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/Completable.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/SingleSubscriberPublisher.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/AsyncSingleResultPublisher.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/processor/SingleSubscriberProcessor.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/TypedSubscriber.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/package-info.java
* /micronaut-core-reactive-3-8-8-sources-
jar/io/micronaut/core/async/processor/SingleThreadedBufferingProcessor.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/CompletionAwareSubscriber.java
*
 /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/annotation/SingleResult.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/Emitter.java
* /micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/Publishers.java
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1.322 commons-codec 1.15

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1.323 netty-transport-native-kqueue 4.1.48.Final

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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/AbstractKQueueServerChannel.java
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 /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueRecvByteAllocatorHandle.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueDomainSocketChannel.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/package-info.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueue.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/Native.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueServerSocketChannel.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/BsdSocket.java
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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueEventArray.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueStaticallyReferencedJniMethods.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/netty_kqueue_eventarray.h
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/netty_kqueue_bsdsocket.c
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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueSocketChannelConfig.java
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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueDatagramChannelConfig.java
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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueChannelConfig.java
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* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/netty_kqueue_eventarray.c

* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueEventLoop.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/netty_kqueue_bsdsocket.h
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
* /netty-transport-native-kqueue-4-1-48-final-sources-2-jar/netty_kqueue_native.c

1.324 error_prone_annotations 2.3.3

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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/Immutable.java
*
 /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/Var.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
*
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1.325 python-kitchen 1.1.1-5.el7

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1.326 guice-assistedinject 4.0

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1.327 micronaut-validation 3.8.8

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1.328 antlr 3.5.3

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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
protected DebugTreeAdaptor adaptor =
   new DebugTreeAdaptor(null,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public TreeAdaptor getTreeAdaptor()
 {
   return adaptor;
}<\n>
```

>>

parserCtorBody() ::= <<
>>

createListenerAndHandshake() ::= <<
<super.createListenerAndHandshake()>
>>

ctorForPredefinedListener() ::= <<
>>

@rewriteElement.pregen() ::= ""

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```
*/
/** Add an adaptor property that knows how to build trees */
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY  vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
*  tree parsers and producers require.
*/
@genericParser.apifuncs() ::= <<
<if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);<\n>
<endif>
ctx->vectors =
 antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
<if(PARSER)>
/* We created the adaptor so we must free it
*/
ADAPTOR->free(ADAPTOR);
<endif>
>>

@returnScope.ruleReturnMembers() ::= <<

<super.ASTLabelType()> tree;

>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0;<\n>
>>

ruleInitializations() ::= <<
<super.ruleInitializations()>
root_0 = NULL;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
```

```
<ruleDescriptor.tokenLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM
 stream_<it>;}; separator="\n">
>>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that conatins the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= <<
<super.ruleLabelInitializations()>
<ruleDescriptor.tokenLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">

<ruleDescriptor.allTokenRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token
<it>"); \} };
 separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); \}};
separator="\n">

<if(ruleDescriptor.hasMultipleReturnValues)>
retval.tree  = NULL;
<endif>
>>


/**  a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = NULL;
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
```

```
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<endif>
<endif>
>>

@alt.initializations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));<\n>
<endif>
<endif>
<endif>
>>


// T r a c k i n g  R u l e  E l e m e
 n t s
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<token>;
stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>; stream_<token>-
>add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>
```

```
/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelTrack(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelAST(...)>
>>


// RULE REF AST



/** Match ^(label+=TOKEN
 ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>


/* How to accumulate lists when we are doing rewrite tracking...
*/
listLabelTrack(label) ::= <<
/* listLabelTrack(label)
*/
if (list_<label> == NULL)
{
   list_<label>=ctx->vectors->newVector(ctx->vectors);
```

```
}
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST
* option but if the user is going to walk the tree, they will want
* all their custom elements from rule returns.
*
* Normally, we use inline structures (which the compiler lays down
* code to copy from heap allocations. However, here we want to accumulate copies
* of the returned structures because we are adding them to a list. This only makes sense if the
* grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
* returned from the
 rule. The rewrite will extract the tree pointer. However, if we are not going to
* do a tree re-write, then the user may wish to iterate the structures returned by the rule in
* action code and will expect the user defined returns[] elements to be available when they do this.
* Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
* a function that can free the allocated space. We cannot know how to free user allocated elements and
* presume that the user will know to do this using their own factories for the structures they allocate.
*/
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{
  RETURN_TYPE_<label> * tcopy;

  tcopy = (RETURN_TYPE_<label> *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no
memory allocation checks! */
  ANTLR3_MEMCPY((void *)(tcopy), (const void *)&<label>, sizeof(RETURN_TYPE_<label>));
  list_<label>->add(list_<label>, (void
 *)tcopy, freeScope);  /* Add whatever the return type is */<\n>
}
>>

// R e w r i t e

rewriteCode(
 alts,
 description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
```

```
 rewriteBlockLevel,
 enclosingTreeLevel,
 treeLevel) ::=
<<

/* AST REWRITE
* elements          : <referencedElementsDeep; separator=", ">
* token labels      : <referencedTokenLabels; separator=", ">
* rule labels       : <referencedRuleLabels; separator=", ">
* token list labels : <referencedTokenListLabels; separator=", ">
* rule list labels  : <referencedRuleListLabels; separator=", ">
*/
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <\n>
<endif>
{
 <rewriteCodeLabelsDecl()>
 <rewriteCodeLabelsInit()>
 root_0       = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
 <prevRuleRootRef()>.tree    = root_0;
 <alts:rewriteAlt();
 separator="else ">
 <if(TREE_PARSER)>
 <if(rewriteMode)>
 <prevRuleRootRef()>.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 INPUT->replaceChildren(INPUT, ADAPTOR->getParent(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, _last),
                  retval.tree);
 <endif>
 <endif>
 <prevRuleRootRef()>.tree = root_0; // set result root
 <rewriteCodeLabelsFree()>

}
>>

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedTokenListLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedRuleLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
```

```
  separator="\n"
>
<referencedRuleListLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
>>

rewriteCodeLabelsInit()
 ::= <<
<referencedTokenLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>);};
separator="\n"
>
<referencedTokenListLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>); };
separator="\n"
>
<referencedRuleLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL);};
separator="\n"
>
<referencedRuleListLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>);};
separator="\n"
>
>>
rewriteCodeLabelsFree() ::= <<
<referencedTokenLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>); };
separator="\n"
>
<referencedTokenListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleLabels
:{it
 | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
```

```
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) };
separator="|| "> )
 {
  <alt>
 }
 <referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>

rewriteClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 while
 ( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
 {
  <alt>
 }
 <referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>
RewriteEarlyExitException() ::=
<<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>
rewritePositiveClosureBlock(
```

```
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
if (<referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
{
   <RewriteEarlyExitException()>
}
else
{
 while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>)) }; separator="|| "> ) {
  <alt>
 }
 <referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
    <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \<-- rewriteEmptyAlt()) */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
   <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
   <root:rewriteElement()>
   <children:rewriteElement()>
   ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"
```

```
rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ?
NULL : stream_<label>->nextToken(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createRewriteNodeFromElement(...)>, root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token,
 ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>));<\n>
>>
```

```
/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule,dup) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));<\n>
>>

rewriteRuleRefRoot(rule,dup) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL
: stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action)
 ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL
: stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>
```

```
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot((<ASTLabelType>)(stream_<label> == NULL
? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
<terminalOptions.node>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>

#if <length(args)> == 2
 (<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=",
">))
#else
 (<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args;
separator=", ">)
#endif

<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)"<tokenType>")
<endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextToken(stream_<token>)<if(args)>, <args; separator=",
"><endif>)
<else>
<if(args)> <! must create new node from old !>

#if <length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args;
separator=", ">)) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args; separator=", ">)
#endif
```

<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)

```
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/
/** Add a variable to track last
 element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _last;<\n>
<ASTLabelType> _first_0;<\n>
>>

/** Add a variable to track last element matched */
ruleInitializations() ::= <<
<super.ruleInitializations()>
_last = NULL;<\n>
_first_0 = NULL;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( ADAPTOR->getParent(ADAPTOR, retval.tree) != NULL && ADAPTOR->isNilNode(ADAPTOR,
ADAPTOR->getParent(ADAPTOR, retval.tree) ) )
{
  retval.tree = (<ASTLabelType>)ADAPTOR->getParent(ADAPTOR, retval.tree);
}
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)LT(1);
{
<ASTLabelType>
 _save_last_<treeLevel>;
<ASTLabelType> _first_<treeLevel>;
<if(!rewriteMode)>
```

```
<ASTLabelType> root_<treeLevel>;
<endif>
_save_last_<treeLevel> = _last;
_first_<treeLevel>     = NULL;
<if(!rewriteMode)>
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<if(backtracking)>}<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <children:element()>
  MATCHT(ANTLR3_TOKEN_UP, NULL);
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<endif>
<if(!rewriteMode)>
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
```

```
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>;
<if(backtracking)>}<endif>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>
```

```
/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) {<endif>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupTree(ADAPTOR, <label>);
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}
,...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode)
 ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(postmatchCode={
```

```
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ){<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
{
<endif>
<if(!rewriteMode)>
 ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>.tree);
<else>
 if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>.tree;
<endif>
<if(backtracking)>}<endif>
>>

/**
 x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<super.listLabelAST(elem=label,...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( ( <actions.(actionScope).synpredgate> ) ) <endif>root_<treeLevel> =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>.tree, root_<treeLevel>));
<endif>
>>
```

```
/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<super.listLabelAST(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrackAndListLabel(...)>
>>
/**
 ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>


/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextNode(stream_<token>))
<else>
stream_<token>->nextNode(stream_<token>)
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp(...)>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
```

```
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)ADAPTOR->rulePostProcessing(ADAPTOR, root_0);
<if(backtracking)>
}
<endif>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
    :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/ASTTreeParser.stg
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*/


```
/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
```

```
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
```

```
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/**
 label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate
 that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
```

<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0,
 <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)

```
self._adaptor.addChild(root_0,
 <label>_tree)
})>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/ASTParser.stg
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*/
group AST;

@outputFile.imports() ::= <<
<@super.imports()><if(!TREE_PARSER)><! tree parser would already have imported !>
Antlr.Runtime.Tree,<\n><endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

@genericParser.membersConstructor() ::= <<
<@super.membersConstructor()>
<parserMembersConstructor()>
>>

@genericParser.membersImplementation()
 ::= <<
<@super.membersImplementation()>
<parserMembersImplementation()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
 strict protected
   FAdaptor: ITreeAdaptor;
   procedure SetAdaptor(const Value: ITreeAdaptor);
   property Adaptor: ITreeAdaptor read FAdaptor;
 public
   property TreeAdaptor: ITreeAdaptor read FAdaptor write SetAdaptor;

>>

parserMembersConstructor() ::= <<
FAdaptor := TCommonTreeAdaptor.Create;
>>

parserMembersImplementation() ::= <<
procedure T<grammar.recognizerName>.SetAdaptor(const Value: ITreeAdaptor);
begin
 FAdaptor := Value;
 <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor := FAdaptor;}>
end;
>>
```

```
@returnScope.ruleReturnMembers() ::= <<
function T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.GetTree: IANTLRInterface;
begin
 Result := FTree;
end;

procedure T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.SetTree(const Value:
IANTLRInterface);
begin
 FTree := Value
 as I<ASTLabelType>;
end;
>>

@returnScopeDeclaration.ruleReturnMembers() ::= <<
strict private
 FTree: I<ASTLabelType>;
protected
 { IRuleReturnScope }
 function GetTree: IANTLRInterface; override;
 procedure SetTree(const Value: IANTLRInterface); override;
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
Root[0] := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
Root: array [0..63] of I<ASTLabelType>;
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{Locals['Stream_<it>'] :=
TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>');}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{Locals['Stream_<it>'] :=
TRewriteRuleSubtreeStream.Create(Adaptor,'rule <it>');}; separator="\n">
>>

ruleLabelDefVars()
 ::= <<
<super.ruleLabelDefVars()>
```

```
<ruleDescriptor.tokenLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
>>
/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** ids+=ID and track
 it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>
```

```
wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule.name>'] as
IRewriteRuleElementStream).Add(<label>.Tree);<\n>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule>'] as
IRewriteRuleElementStream).Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST
```

```
 REWRITE
// elements:          <referencedElementsDeep; separator=", ">
// token labels:      <referencedTokenLabels; separator=", ">
// rule labels:       <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels:  <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<prevRuleRootRef()>.Tree := Root[0];
<rewriteCodeLabels()>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.rulePostProcessing(root[0]);
input.ReplaceChildren(adaptor.GetParent(retval.Start),
                      adaptor.GetChildIndex(retval.Start),
                      adaptor.GetChildIndex(_last),
                      retval.Tree);
<endif>
<endif>
<! if parser or rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.Tree
 := Root[0];<\n>
<endif>
<if(!rewriteMode)>
<prevRuleRootRef()>.Tree := Root[0];<\n>
<endif>
<if(backtracking)>
end;
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor, 'token <it>', <it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>', list_<it>);};
  separator="\n"
>
<referencedRuleLabels:{
if Assigned(<it>) then
```

```
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', <it>.Tree)
else
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', nil);}; separator="\n">
<referencedRuleListLabels
  :{Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow
 like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
(* <fileName>:<description> *)
if (<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator="
or ">) then
begin
 <alt>
end;
<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
(* <fileName>:<description> *)
while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep,
 // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
```

```
 description) ::=
<<
if (not (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">)) then
 raise ERewriteEarlyExitException.Create(");

while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
(* <a.description> *)
<if(a.pred)>
if (<a.pred>) then
begin
 <a.alt>
end<\n>
<else>
begin
 <a.alt>
end;<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "Root[0] = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
(* <fileName>:<description> *)
begin
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;
 <root:rewriteElement()>
 <children:rewriteElement()>
 Adaptor.AddChild(Root[<enclosingTreeLevel>],
 Root[<treeLevel>]);
end;<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>
```

```
/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode);<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode(), Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/**
 Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
Root[0] = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
```

```
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the
 value of Root[0] right
*  before I set it during rewrites.  The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "RetVal"

rewriteRuleRef(rule) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

rewriteNodeAction(action) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<action>, Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>],
 (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
```

<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
T<terminalOptions.node>.Create(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
Adaptor.CreateNode(<tokenType>, <args; separator=", "><if(!args)>'<tokenType>'<endif>) as I<ASTLabelType>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>']
 as IRewriteRuleElementStream).NextToken<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
Adaptor.Create(<token>, <args; separator=", ">)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/AST.stg
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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/ASTDbg.stg
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*/

csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

```
/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
  docComment,
 recognizer,
  name, tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds, memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<if(trace)>
#define ANTLR_TRACE
<endif>
<@debugPreprocessor()>
// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 168, 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member
 'Type_or_Member'
#pragma warning disable 1591

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
using ConditionalAttribute = System.Diagnostics.ConditionalAttribute;
<@end>
```

```
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
 actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|,
 <g:delegateName()>}>)
 {
 }
```

```
 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

  OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; } }

 private static readonly bool[] decisionCanBacktrack = new bool[0];

<if(grammar.hasDelegates)>
 public override <lexerInputStreamType()> CharStream
 {
  get
  {
   return
 base.CharStream;
  }
  set
  {
   base.CharStream = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
```

```
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>

 [Conditional("ANTLR_TRACE")]
 protected virtual void OnCreated() {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void EnterRule(string ruleName, int ruleIndex) {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

  <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region
 DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
  {
```

```
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index,
 input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
  state.tokenStartLine = input.Line;
  state.text = null;
  try
  {
   int m = input.Mark();
   state.backtracking=1;<! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
   if (state.failed)
   {
    input.Rewind(m);
    input.Consume();<! advance one char and try again !>
   }
   else
   {
    Emit();
    return state.token;
   }
  }
  catch (RecognitionException re)
  {
   // shouldn't happen in backtracking mode, but...
   ReportError(re);
   Recover(re);
  }
 }
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
 if
 (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}
```

```
public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[] tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames;
 separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
```

```
 <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }

<if(TREE_PARSER)>
 public override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>

 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <@members()>

 public override
 string[] TokenNames { get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
 public override string GrammarFileName { get { return "<fileName>"; } }

 <members>

 [Conditional("ANTLR_TRACE")]
 protected virtual void OnCreated() {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void EnterRule(string ruleName, int ruleIndex) {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

 #region Rules
 <rules; separator="\n">
 #endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 #region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>) <!throws
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
 format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
 #endregion Delegated rules
<endif>

 <insertSynpreds(synpreds)>
```

```
<if(cyclicDFAs)>
 #region DFA
 <cyclicDFAs:{dfa | private DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion DFA
<endif>

<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
#if ANTLR_DEBUG
private static readonly
 bool[] decisionCanBacktrack =
 new bool[]
 {
  false, // invalid decision
  <grammar.decisions:{d | <d.dfa.hasSynPred>}; wrap="\n", separator=", ">
 };
#else
private static readonly bool[] decisionCanBacktrack = new bool[0];
#endif
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
{
```

```
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g
 | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new System.Collections.Generic.Dictionary\<int,
int>[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>},
 labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
```

```
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
        members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*
 nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>_fragment() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>_fragment() {}

// $ANTLR start <ruleName>
<ruleModifier(grammar,ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment", <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
//
 $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
```

```
<if(synpreds)>
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 } finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/**
 This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
```

```
 "topdown":{<ruleWrapperTopdown()>},
 default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { return bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Topdown() { return topdown(); }
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>

[Conditional("ANTLR_TRACE")]
protected
 virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
```

```
 <block>
 <ruleCleanUp()>
 <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch
 (RecognitionException re)
 {
  ReportError(re);
  Recover(input,re);
 <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <memoize()>
      <ruleScopeCleanUp()>
      <finally>
   }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
```

```
 null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new <it>_scope());<it>_scopeInit(<it>_stack.Peek());};
separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope());<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();};
 separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
   :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
   :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it|List\<<ASTLabelType>\> list_<it.label.text> = null;}; separator="\n"
```

```
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
  ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!> retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
```

```
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the
 lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
  <ruleDeclarations()>
 try
 {
<if(nakedBlock)>
 <ruleMemoization(name=ruleName)>
 <lexerRuleLabelDefs()>
 <ruleDescriptor.actions.init>
 <block>
<else>
 int _type = <ruleName>;
 int _channel = DefaultTokenChannel;
 <ruleMemoization(name=ruleName)>
 <lexerRuleLabelDefs()>
 <ruleDescriptor.actions.init>
 <block>
 <ruleCleanUp()>
 state.type = _type;
 state.channel =
_channel;
 <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
```

```
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <ruleScopeCleanUp()>
      <memoize()>
   }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch
 (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
```

```
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/**
 A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
```

```
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
  DebugRecognitionException(eee<decisionNumber>);
  <@earlyExitException()>
  throw eee<decisionNumber>;
 }
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

}
 finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
```

```
}

loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S
```

```
/** Dump the elements one per line */
element(it) ::= <%
<@prematch()>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
```

```
 input.Consume();
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException
 mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel() ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>
```

```
/**
 Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex)
 ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
```

```
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name; format="id">(<args;
separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was
 the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
```

```
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive rules
recRuleDefArg()                 ::= "int <recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)    ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
 actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
```

```
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges;
 separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
 *  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
```

```
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>

//
 F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
```

```
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels,
 targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>
```

```
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa)
 ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n\t\t\"">}>";
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[]
 DFA<dfa.decisionNumber>_eof = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static DFA<dfa.decisionNumber>()
 {
  int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
  DFA<dfa.decisionNumber>_transition = new short[numStates][];
```

```
 for ( int i=0; i \< numStates; i++ )
 {
  DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
 }
}

public
DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>, SpecialStateTransitionHandler
specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
 : base(specialStateTransition)
<endif>
{
 this.recognizer = recognizer;
 this.decisionNumber = <dfa.decisionNumber>;
 this.eot = DFA<dfa.decisionNumber>_eot;
 this.eof = DFA<dfa.decisionNumber>_eof;
 this.min = DFA<dfa.decisionNumber>_min;
 this.max = DFA<dfa.decisionNumber>_max;
 this.accept = DFA<dfa.decisionNumber>_accept;
 this.special = DFA<dfa.decisionNumber>_special;
 this.transition = DFA<dfa.decisionNumber>_transition;
}

public override string Description { get { return "<dfa.description>"; } }

public override void Error(NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
}
}<\n>
<if(dfa.specialStateSTs)>
private int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream
 input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
 s = -1;
```

```
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
 <state>}; separator="\n">

 default:
  break;
 }

 if (s >= 0)
  return s;

<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges;
 separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
```

```
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt)
 ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> && input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
```

```
<if(scope)>
<if(scope.attributes)>
protected sealed partial class <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
protected virtual void <scope.name>_scopeInit(
 <scope.name>_scope scope ) {}
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
 <scope.actions.scopeafter>
}
<else>
protected virtual void <scope.name>_scopeAfter( <scope.name>_scope scope ) {}
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
<else>
 void
```

```
<endif>
%>

/** Generate the C# type associated with
 a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)>
 sealed partial class <ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
<endif>
>>
```

```
ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers() ::= <<
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::=
 <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
```

```
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr)
```

```
 ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr)
 ::=
   "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
```

```
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr)
 ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction()
 ::= <<
 <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
```

>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

isTrue ::= [
 "true" : true,
 default : false
]

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/CSharp2.stg
No license file was found, but licenses were detected in source scan.

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*/
group Delphi;

```
csharpTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "long":"0",
 "ulong":"0",
 "float":"0.0",
 "double":"0.0",
 "bool":"False",
 "byte":"0",
 "sbyte":"0",
 "short":"0",
 "ushort":"0",
 "char":"#0",
 "string":"""",
 "String":"""",
 default:"nil" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods
 for rules
*  and cyclic DFAs plus support code.
*  LEXER (Boolean): should we generate lexer code?
*  PARSER (Boolean): should we generate parser code?
*  TREE_PARSER (Boolean): should we generate tree parser code?
*  actionScope (String): 'lexer', 'parser', 'tree_parser' or custom scope
*  actions (HashMap):
*  docComment (String): document comment
*  recognizer (Object): recognizer class generator
*  name (String): name of grammar
*  tokens (HashMap<name: String, type: Integer>):
*  tokenNames:
*  rules:
*  cyclicDFAs:
*  bitsets:
*  buildTemplate (Boolean): should we generate a string template?
*  buildAST (Boolean): should we generate an AST?
*  rewriteMode (Boolean): are we rewriteing nodes?
*  profile (Boolean):
*  backtracking (Boolean): backtracking mode?
*  synpreds (): syntactic predicates
*  memoize (Boolean): should we memoize?
*  numRules (Integer): number of rules
*  fileName (String): fully qualified name of original .g file
*  ANTLRVersion
 (String): ANTLR version in Major.Minor.Build format
*  generatedTimestamp (String): date/time when the file is generated
*  trace (Boolean): should we trace input/output?
*  scopes:
```

```
*  superClass (String): name of base class, or empty string
*  literals:
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
unit <name>;

{$HINTS OFF}

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<actions.(actionScope).header>

interface

<@imports>
uses<\n>
<@end>
 <actions.(actionScope).usesInterface>
<if(TREE_PARSER)>
 Antlr.Runtime.Tree,<\n>
<endif>
 Antlr.Runtime,
 Antlr.Runtime.Collections,
 Antlr.Runtime.Tools;

<docComment>
<recognizer>
>>

/** Generates source code for the
 lexer class
* grammar (Grammar object)
*/
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="Lexer") ::= <<
type
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
 end;

 T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
I<grammar.recognizerName>)
```

```
 strict private
   FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
   FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
   FException: ERecognitionException;
   procedure InitializeCyclicDFAs;
 <cyclicDFAs:cyclicDFADeclaration()>
 public
   const
     <tokens:{<it.name> = <it.type>;}; separator="\n">
   <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 strict private
   <actions.(actionScope).memberDeclarations>
 public
   // delegates
   <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
   // delegators
   <grammar.delegators:
 {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
   <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>
 protected
   { IBaseRecognizer }
   function GetGrammarFileName: String; override;
 <if(filterMode)>
   function AlreadyParsedRule(const Input: IIntStream;
     const RuleIndex: Integer): Boolean; override;
   procedure Memoize(const Input: IIntStream; const RuleIndex,
     RuleStartIndex: Integer); override;
 protected
   { ILexer }
   function NextToken: IToken; override;<\n>
 <endif>
 protected
   { ILexer }
   procedure DoTokens; override;
 public
   constructor Create; overload;
   constructor Create(const AInput: ICharStream<grammar.delegators:{g|; const A<g:delegateName()>:
 IBaseRecognizer{<g.recognizerName>}}>); overload;
   constructor Create(const AInput: ICharStream; const AState: IRecognizerSharedState<grammar.delegators:{g|;
 const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>); overload;

    <rules: {r | <if(!r.ruleDescriptor.isSynPred)><lexerRuleDeclaration(r)><endif>}>
   <synpreds:{p | <lexerSynpredDeclaration(p)>}; separator="\n">
 end;

 implementation
```

```
uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create;
begin
 InitializeCyclicDFAs;
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream<grammar.delegators:{g|; const
A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, nil<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
begin
 inherited Create(AInput, AState);
 InitializeCyclicDFAs;
 { TODO: Necessary in Delphi??? Not removed yet. }
 <if(memoize)>
 <if(grammar.grammarIsRoot)>
 State.RuleMemoCount := <numRules>+1;<\n> <! index from 1..n !>
 <endif>
 <endif>
 <grammar.directDelegates:
  {g|<g:delegateName()> := T<g.recognizerName>.Create(AInput, State<trunc(g.delegators):{p|,
<p:delegateName()>}>, Self);}; separator="\n">
 <grammar.delegators:
  {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<if(filterMode)>
```

```
<filteringNextToken()>
<endif>

<rules; separator="\n\n">
<synpreds:{p | <lexerSynpred(p)>}>

procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> :=
TDFA<dfa.decisionNumber>.Create(Self<@debugAddition()>);};
 separator="\n">
 <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
end.>>

lexerRuleDeclaration(rule) ::= <<
procedure m<rule.ruleName>(<rule.ruleDescriptor.parameterScope:parameterScope(scope=rule)>);<\n>
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
function T<grammar.recognizerName>.NextToken: IToken;
var
 M: Integer;
begin
 while (True) do
 begin
   if (Input.LA(1) = Integer(cscEOF)) then
     Exit(TToken.EOF_TOKEN);

   State.Token := nil;
   State.Channel := TToken.DEFAULT_CHANNEL;
    State.TokenStartCharIndex := Input.Index;
   State.TokenStartCharPositionInLine := Input.CharPositionInLine;
   State.TokenStartLine := Input.Line;
   State.Text := '';
   try
     M := Input.Mark();
     State.Backtracking := 1; <! means we won't throw slow exception !>
```

```
    State.Failed := False;
    mTokens();
    State.Backtracking := 0;
<!
    mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1.
!>
    if (State.Failed) then
    begin
      Input.Rewind(M);
      Input.Consume; <! // advance one char and try again !>
    end
    else
    begin
      Emit;
      Exit(State.Token);
    end;
  except
    on RE: ERecognitionException do
    begin
      // shouldn't happen in backtracking mode, but...
      ReportError(RE);
      Recover(RE);
    end;
  end;
 end;
end;

function T<grammar.recognizerName>.AlreadyParsedRule(const Input: IIntStream;
 const
 RuleIndex: Integer): Boolean;
begin
 if (State.Backtracking > 1) then
   Result := inherited AlreadyParsedRule(Input, RuleIndex)
 else
   Result := False;
end;

procedure T<grammar.recognizerName>.Memoize(const Input: IIntStream; const RuleIndex,
 RuleStartIndex: Integer);
begin
 if (State.Backtracking > 1) then
   inherited Memoize(Input, RuleIndex, RuleStartIndex);
end;

>>

filteringActionGate() ::= "(State.Backtracking = 1)"
```

```
/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, inputStreamType, superClass, filterMode,
        ASTLabelType="ANTLRInterface", labelType, members, rewriteElementType) ::= <<
type
 <rules: {r | <genericParserRuleReturnType(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
   <rules: {r | <genericParserRuleInterface(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 end;

 T<grammar.recognizerName>
 = class(T<@superClassName><superClass><@end>, I<grammar.recognizerName>)
<if(grammar.grammarIsRoot)>
 public
   const
     TOKEN_NAMES: array [0..<length(tokenNames)>+3] of String = (
       '\<invalid>',
       '\<EOR>',
       '\<DOWN>',
       '\<UP>',
       <tokenNames; separator=",\n">);<\n>
<endif>
 public
   const
     <tokens:{<it.name> = <it.type>;}; separator="\n">
 public
   // delegates
   <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
   // delegators
   <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
   <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>

   <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDeclaration(scope=it)><endif>}>
<@members>
   <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public
   constructor Create(const AInput: <inputStreamType><grammar.delegators:{g|; const A<g:delegateName()>:
 IBaseRecognizer{<g.recognizerName>}}>); overload;
   constructor Create(const AInput: <inputStreamType>; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
<@end>
 protected
   { IBaseRecognizer }
   function GetTokenNames: TStringArray; override;
   function GetGrammarFileName: String; override;
```

```
 strict private
   <actions.(actionScope).memberDeclarations>
 <rules: {r | <genericParserRuleDeclaration(rule=r, ruleDescriptor=r.ruleDescriptor)>}>

<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
   // Delegated rules
   <grammar.delegatedRules:{ruleDescriptor| <delegatedRuleDeclaration(ruleDescriptor)>}>

   <synpreds:{p | <synpredDeclaration(p)>}; separator="\n">
 <cyclicDFAs:cyclicDFADeclaration()>
 strict private
   FException: ERecognitionException;
   FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
   FCnt:
 array [0..<grammar.numberOfDecisions>] of Byte;
   procedure InitializeCyclicDFAs;
<if(bitsets)>
 public
   class var
     <bitsets:bitsetDecl(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>})>
 public
   class procedure InitializeBitsets; static;<\n>
<endif>
 end;

implementation

uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType><grammar.delegators:{g|; const
A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, TRecognizerSharedState.Create<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType>;
 const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
begin
```

```
 inherited Create(AInput, AState);
 <@membersConstructor>
 <@end>
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> := T<g.recognizerName>.Create(Input,
State<trunc(g.delegators):{p|, <p:delegateName()>}>, Self);}; separator="\n">
 <grammar.indirectDelegates:{g | <g:delegateName()> := <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <rules: {r | <ruleAttributeScopeInit(scope=r.ruleDescriptor.ruleScope)>}>
 <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>

<grammar.delegatedRules:{ruleDescriptor| <delegatedRuleImplementation(ruleDescriptor)>}; separator="\n">
procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> := TDFA<dfa.decisionNumber>.Create(Self);}; separator="\n">
  <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<if(bitsets)>
class procedure T<grammar.recognizerName>.InitializeBitsets;
begin
 <bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
end;
<endif>

<@membersImplementation>
<@end>

function T<grammar.recognizerName>.GetTokenNames: TStringArray;
var
 I: Integer;
begin
 SetLength(Result,Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES));
 for I := 0 to Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES) - 1 do
   Result[I] := T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES[I];
end;

function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<rules; separator="\n\n">
```

```
<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
<if(bitsets)>
initialization
  T<grammar.recognizerName>.InitializeBitsets;<\n>
<endif>
end.>>

delegatedRuleDeclaration(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;<\n>
<else>
procedure <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);<\n>
<endif>
<endif>
>>

delegatedRuleImplementation(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): <returnType()>;<\n>
<else>
procedure
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
);<\n>
<endif>
<endif>
begin
 <if(ruleDescriptor.hasReturnValue)>Result :=<endif>
T<ruleDescriptor.grammar.recognizerName>(<ruleDescriptor.grammar:delegateName()>.Implementor).<ruleDescri
ptor.name>(<ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
end;

>>

parserCtorBody() ::= <<
```

```
InitializeCyclicDFAs;
<if(memoize)>
<if(grammar.grammarIsRoot)>
State.RuleMemoCount := <length(grammar.allImportedRules)>+1;<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators: {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser",
labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
 *  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start "<ruleName>"
procedure
T<grammar.recognizerName>.<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
;
var
 Alt: array [0..<grammar.numberOfDecisions>]
 of Integer;
 <ruleLabelDefVars()>
begin
 <ruleLabelDefs()>
<if(trace)>
 TraceIn('<ruleName>_fragment', <ruleDescriptor.index>);
 try
   <block>
 finally
   TraceOut('<ruleName>_fragment', <ruleDescriptor.index>);
```

```
 end;
<else>
 <block>
<endif>
end;
// $ANTLR end "<ruleName>"
>>

synpredDecls(name) ::= <<
SynPredPointer <name>;<\n>
>>

synpred(name) ::= <<

function T<grammar.recognizerName>.<name>: Boolean;
var
 Start: Integer;
 Success: Boolean;
begin
 State.Backtracking := State.Backtracking + 1;
 <@start()>
 Start := Input.Mark;
 try
   <name>_fragment(); // can never throw exception
 except
   on RE: ERecognitionException do
     WriteLn('Impossible: ' + RE.ToString);
 end;
 Success := not State.Failed;
 Input.Rewind(Start);
 <@stop()>
 State.Backtracking := State.Backtracking - 1;
 State.Failed := False;
 Result := Success;
end;<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

lexerSynpredDeclaration(name) ::= <<
function
 <name>: Boolean;
procedure <name>_fragment;
>>

synpredDeclaration(name) ::= <<
```

```
function <name>: Boolean;
procedure <name>_fragment;
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ((State.Backtracking > 0) and AlreadyParsedRule(Input, <ruleDescriptor.index>)) then
 Exit(<ruleReturnValue()>);
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)><\n>if (State.Failed) then Exit(<ruleReturnValue()>);<\n><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (State.Backtracking > 0) then
begin
 State.Failed := True;
 Exit(<ruleReturnValue()>);
end;<endif>
>>

genericParserRuleDeclaration(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<ruleAttributeScopeDeclaration(scope=ruleDescriptor.ruleScope)>
<returnScopeDeclaration(scope=ruleDescriptor.returnScope)>
public
<if(ruleDescriptor.hasMultipleReturnValues)>
 function <rule.ruleName>:
 I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 function <rule.ruleName>: <returnType()>;<\n>
<else>
 procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleInterface(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
function <rule.ruleName>: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <rule.ruleName>: <returnType()>;<\n>
<else>
procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleReturnType(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(ruleDescriptor.isSynPred)>
<else>
I<returnType()> = interface(I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope)
end;<\n>
<endif>
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize)
 ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
(* <fileName>:<description> *)
<if(ruleDescriptor.hasMultipleReturnValues)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;
<else>
procedure
T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
<endif>
<endif>

var
<ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
 RetVal: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 RetVal: <returnType()>;<\n>
<else>
<endif>
<endif>
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <ruleDeclarationVars()>
 <ruleLabelDefVars()>
begin
 Locals.Initialize;
  try
   <if(trace)>TraceIn('<ruleName>', <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   <ruleLabelDefs()>
   <ruleDescriptor.actions.init>
   <@preamble()>
   try
     try
       <ruleMemoization(name=ruleName)>
       <block>
       <ruleCleanUp()>
       <(ruleDescriptor.actions.after):execAction()>
<if(exceptions)>
       <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
       <actions.(actionScope).rulecatch>
<else>
     except
       on RE: ERecognitionException do
       begin
         ReportError(RE);
         Recover(Input,RE);
         <@setErrorReturnValue()>
       end;<\n>
<endif>
<endif>
<endif>
     end;
   finally
     <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
```

```
  end;
  <@postamble()>
 finally
  Locals.Finalize;
 end;
 Exit(<ruleReturnValue()>);
end;
//
 $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal := T<returnType()>.Create;
RetVal.Start := Input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> := <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex := Input.Index();
<endif>
>>

ruleDeclarationVars() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name>: <a.type>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex: Integer;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Push(T<it>Scope.Create);}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Push(T<it.name>Scope.Create);}; separator="\n">
>>
```

```
ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Pop;};
 separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text> := nil;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text> := nil;}; separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text> := nil;}; separator="\n">
>>

ruleLabelDefVars() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text>: I<labelType>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text>: IList\<IANTLRInterface\>;};
separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDefVar(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text>: <ruleLabelType(referencedRule=ll.referencedRule)>;};
separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{<it.label.text> := nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List_<it.label.text> := nil;}; separator="\n"
>
>>

lexerRuleLabelDefDeclarations() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{<it.label.text>: I<labelType>;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List_<it.label.text>: IList;}; separator="\n"
```

```
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
RetVal
<endif>
<else>
<! nil !>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
RetVal.Stop
 := Input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (State.Backtracking > 0) then
 Memoize(Input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
<ruleDescriptor.parameterScope>
procedure
T<grammar.recognizerName>.m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
var
 <ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
 TokenType, Channel: Integer;
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
```

```
 <lexerRuleLabelDefDeclarations()>
begin
 Locals.Initialize;
 try
   <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
   <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   try
<if(nakedBlock)>

   <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block><\n>
<else>
     TokenType := <ruleName>;
     Channel := DEFAULT_TOKEN_CHANNEL;
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block>
     <ruleCleanUp()>
     State.TokenType := TokenType;
     State.Channel := Channel;
     <(ruleDescriptor.actions.after):execAction()>
<endif>
   finally
     <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <ruleScopeCleanUp()>
     <memoize()>
   end;
 finally
   Locals.Finalize;
 end;
end;
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
procedure T<grammar.recognizerName>.mTokens;
var
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
begin
 <block>
```

```
end;

procedure T<grammar.recognizerName>.DoTokens;
begin
  mTokens;
end;
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
case Alt[<decisionNumber>] of
 <alts:altSwitchCase()>
end;
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
case Alt[<decisionNumber>] of
 <alts:altSwitchCase()>
end;
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule
```

```
 with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
(* <fileName>:<description> *)
FCnt[<decisionNumber>] := 0;
<decls>
<@preloop()>
while (True) do
begin
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   begin
     if (FCnt[<decisionNumber>] >= 1) then
       Break;
     <ruleBacktrackFailure()>
     raise EEarlyExitException.Create(<decisionNumber>, Input);
     <@earlyExitException()>
   end;
 end;
 Inc(FCnt[<decisionNumber>]);
end;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
(* <fileName>:<description> *)
<decls>
<@preloop()>
while (True) do
begin
```

```
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   Break;
 end;
end;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
<i>:
 <@prealt()>
 <it><\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
(* <fileName>:<description> *)
begin
 <@declarations()>
 <elements:element()>
 <rew>
 <@cleanup()>
end;
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""
```

```
// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> := <endif>Match(Input, <token>,
FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)> as
I<labelType><endif>;<\n><checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> = nil) then list_<label> := TList\<IANTLRInterface\>.Create;
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
Match(<char>);
 <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchRange(<a>, <b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
```

```
<label> := Input.LA(1);<\n>
<else>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<endif>
if (<s>) then
begin
 Input.Consume;
 <postmatchCode>
 <if(!LEXER)>
 State.ErrorRecovery := False;<endif>
 <if(backtracking)>State.Failed := False;<endif>
end
else
begin
 <ruleBacktrackFailure()>
 FException := EMismatchedSetException.Create(nil, Input);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(FException);
 raise FException;<\n>
<else>
 raise FException;
 <! use following code to make it recover inline; remove throw mse;
 RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
  !>
<endif>
end;<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start'] := CharIndex;
Match(<string>); <checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start'], CharIndex-1);
<else>
Match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>
```

```
wildcard(label,elementIndex) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label,
 elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
<label> := <if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
<else>
<if(scope)>T<scope.recognizerName>(IANTLRObject(<scope:delegateName()>).Implementor).<endif><rule.name
>(<args; separator=", ">);<\n>
<endif>
State.FollowingStackPointer := State.FollowingStackPointer - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
```

```
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was
 the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
 Locals.AsInteger['<label>Start<elementIndex>'], CharIndex - 1);
<else>
<if(scope)>(<scope:delegateName()>.Implementor as T<scope.recognizerName>).<endif>m<rule.name>(<args;
separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
Match(EOF);
 <checkRuleBacktrackFailure()>
Locals['<label>'] := TCommonToken.Create(Input, EOF, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start<elementIndex>'], CharIndex-1);
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
```

```
if (Input.LA(1) = TToken.DOWN) then
begin
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
end;
<else>
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil);<\n><checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (not (<evalPredicate(...)>))
 then
begin
 <ruleBacktrackFailure()>
 raise EFailedPredicateException.Create(Input, '<ruleName>', '<description>');
end;<\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
begin
<if(eotPredictsAlt)>
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<else>
 <ruleBacktrackFailure()>
 raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
end;
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
```

```
<edges;
 separator="\nelse ">;
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);
<edges; separator="\nelse ">;<\n>
<if(eotPredictsAlt)>
<if(!edges)>
Alt[<decisionNumber>] := <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
begin
 Alt[<decisionNumber>] := <eotPredictsAlt>;
end;<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "Alt[<decisionNumber>] := <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions,
 we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
begin
 <targetState>
end <! no ; here !>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
```

```
else
 begin
<if(eotPredictsAlt)>
   Alt[<decisionNumber>] := <eotPredictsAlt>;
<else>
   <ruleBacktrackFailure()>
   <@noViableAltException()>
   raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
 end;
end;<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
end;<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
case Input.LA(<k>) of
 <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<endif>
end;<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{<it>}; separator=",\n">:
 begin
   <targetState>
 end;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
Alt[<decisionNumber>] := FDFA<decisionNumber>.Predict(Input);
>>

/* Dump DFA tables.
```

```
*/
cyclicDFADeclaration(dfa) ::= <<
strict protected
 type
  TDFA<dfa.decisionNumber> = class(TDFA)
  protected
   { IDFA }
   function Description: String; override;
  public
   constructor Create(const ARecognizer: IBaseRecognizer);
  end;
 var
  FDFA<dfa.decisionNumber>: IDFA;
<if(dfa.specialStateSTs)>
strict
 protected
 function DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
  const AInput: IIntStream): Integer;<endif>
>>

cyclicDFA(dfa) ::= <<
{ T<grammar.recognizerName>.TDFA<dfa.decisionNumber> }

constructor T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Create(const ARecognizer:
IBaseRecognizer);
const
 DFA<dfa.decisionNumber>_EOT = '<dfa.javaCompressedEOT; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_EOF = '<dfa.javaCompressedEOF; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MIN = '<dfa.javaCompressedMin; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MAX = '<dfa.javaCompressedMax; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_ACCEPT = '<dfa.javaCompressedAccept; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_SPECIAL = '<dfa.javaCompressedSpecial; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_TRANSITION: array [0..<length(dfa.javaCompressedTransition)>-1] of String = (
  <dfa.javaCompressedTransition:{s|'<s; wrap="'+\n"'>'}; separator=",\n">);
begin
 inherited Create;
 Recognizer := ARecognizer;
 DecisionNumber := <dfa.decisionNumber>;
 EOT := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOT);
 EOF := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOF);
 Min := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MIN);
 Max := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MAX);
 Accept := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_ACCEPT);
 Special := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_SPECIAL);
 Transition := TDFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_TRANSITION);
end;

function T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Description: String;
```

```
begin
 Result := '<dfa.description>';
end;<\n>
<if(dfa.specialStateSTs)>
function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S:
Integer;
 const AInput: IIntStream): Integer;
var
 Locals: TLocalStorage;
 <if(LEXER)>
 Input: IIntStream;
 <endif>
  <if(PARSER)>
 Input: ITokenStream;
 <endif>
 <if(TREE_PARSER)>
 Input: ITreeNodeStream;
 <endif>
 _S: Integer;
 NVAE: ENoViableAltException;
begin
 Result := -1;
 Locals.Initialize;
 try
   <if(LEXER)>
   Input := AInput;
   <endif>
   <if(PARSER)>
   Input := AInput as ITokenStream;
   <endif>
   <if(TREE_PARSER)>
   Input := AInput as ITreeNodeStream;
   <endif>
   _S := S;
   case S of
     <dfa.specialStateSTs:{state | <i0>: begin<! compressed special state numbers 0..n-1 !>
    <state> <\n>   end;}; separator="\n">
   end;
<if(backtracking)>
   if (State.Backtracking > 0) then
   begin
     State.Failed := True;
     Exit(-1);
   end;<\n>
<endif>
   NVAE := ENoViableAltException.Create(DFA.Description, <dfa.decisionNumber>, _S, Input);
   DFA.Error(NVAE);
   raise NVAE;
```

```
 finally
   Locals.Finalize;
 end;
end;<\n>
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
Locals.AsInteger['index<decisionNumber>_<stateNumber>'] := Input.Index;
Input.Rewind;<\n>
<endif>
S := -1;
<edges; separator="\nelse ">;
<if(semPredState)> <! return input cursor to state before we rewound !>
Input.Seek(Locals.AsInteger['index<decisionNumber>_<stateNumber>']);<\n>
<endif>
if (S >= 0) then
 Exit(S);
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
 S := <targetStateNumber>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
S := <targetStateNumber>;<\n>
>>


//
 D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\" or \">)"
```

```
notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "FLA[<decisionNumber>,<stateNumber>] = <atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "Input.LA(<k>) = <atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
((FLA[<decisionNumber>,<stateNumber>] \>= <lowerAsInt>) and (FLA[<decisionNumber>,<stateNumber>] \<=
<upperAsInt>))
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(Input.LA(<k>) \>=
<lowerAsInt>) and (Input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= "<ranges; separator=\")
 or (\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

globalAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
 <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScopeDeclaration(scope) ::= <<
```

```
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
 <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScope(scope) ::= <<
<! protected Stack <scope.name>Stack = new
 Stack();<\n> !>
>>

ruleAttributeScopeInit(scope) ::= <<
<if(scope)>
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<! I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope !>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
<! Pointer/void !>
<endif>
<endif>
>>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
I<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
```

```
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> := <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

ruleLabelDefVar(label) ::= <<
<label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)>;
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{ T<ruleDescriptor:returnStructName()> }

<scope.attributes:{public <it.decl>;}; separator="\n">
<@ruleReturnMembers()>
<endif>
>>

returnScopeDeclaration(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
 type
   T<ruleDescriptor:returnStructName()> =
class(T<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope, I<ruleDescriptor:returnStructName()>)
   <scope.attributes:{public
```

```
 <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
  end;
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> := <expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name>
((<scope>_scope)<scope>_stack[<index>]).<attr.name>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name> := <expr>;<\n>
<endif>
<endif>
>>

/** $x is
 either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>Stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
```

```
(IfThen(Assigned(<scope>),Def(<scope>).<attr.name>,<initValue(attr.type)>))
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name> := <expr>;
<else>
<attr.name> := <expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next
 are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
tokenLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
tokenLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(Def(<scope>).CharPositionInLine)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
tokenLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

ruleLabelPropertyRef_start(scope,attr) ::= "(IfThen(Assigned(<scope>), Def(<scope>).Start, nil) as I<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(Def(<scope>).Stop as I<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(Def(Def(<scope>).Tree as I<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
IfThen(Assigned(<scope>), Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(Def(<scope>).Start),
```

```
  Input.TreeAdaptor.GetTokenStopIndex(Def(<scope>).Start)), '')
<else>
IfThen(Assigned(<scope>), Input.ToString(
 (Def(<scope>).Start) as IToken,(Def(<scope>).Stop) as IToken), '')
<endif>
>>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(IfThen(Assigned(<scope>),Def(<scope>).CharPositionInLine,-1))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

// Somebody may ref $template
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(RetVal.Start as I<labelType>)"
rulePropertyRef_stop(scope,attr) ::= "(RetVal.Stop as I<labelType>)"
rulePropertyRef_tree(scope,attr) ::= "(RetVal.Tree as I<ASTLabelType>)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(RetVal.Start),
 Input.TreeAdaptor.GetTokenStopIndex(RetVal.Start))
<else>
Input.ToString(RetVal.Start as IToken,Input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "RetVal.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "TokenType"
lexerRulePropertyRef_line(scope,attr) ::= "State.TokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "State.TokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "Channel"
lexerRulePropertyRef_start(scope,attr) ::= "State.TokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr)
 ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "StrToInt(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
```

```
ruleSetPropertyRef_tree(scope,attr,expr) ::= "RetVal.Tree := <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "RetVal.ST := <expr>;"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if (<actions.(actionScope).synpredgate>) then
begin
 <action>
end;
<else>
if (State.Backtracking = 0) then
begin
 <action>
end;<\n>
<endif>
<else>
<action>
<endif>
>>


/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
<name> := TBitSet.Create([<words64:{<it>};separator=",">]);<\n>
>>

bitsetDecl(name) ::= <<
<name>: IBitSet;<\n>
>>

codeFileExtension() ::= ".pas"

true()
 ::= "True"
false() ::= "False"

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/Delphi.stg
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/*
```

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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and
 !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>
```

```
// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (state.backtracking == 0) {<endif>
<label>_tree = <createNodeFromToken(...)>;
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
```

```
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
//
 large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if (<actions.(actionScope).synpredgate>)
<endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
```

```
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions={})
 ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>)
<else>
```

(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ASTParser.stg
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```
*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr3.ST;
using Antlr3.ST.Language;
>>

@genericParser.members() ::= <<
<@super.members()>
private StringTemplateGroup _templateGroup = new StringTemplateGroup("<name>Templates",
 typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateGroup
{
 get { return _templateGroup; }
 set { _templateGroup = value; }
}
>>

ruleReturnBaseType() ::= <%
Template<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<StringTemplate, <labelType>>
%>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Template},elemType="StringTemplate",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>
```

```
replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
((TokenRewriteStream)input).Replace(
 retval.Start.TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt(it)
 ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>)
{
 retval.Template = <it.alt>;
}<\n>
<else>
{
 retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
TemplateGroup.GetInstanceOf("<name>"<optionalArguments(args)>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
TemplateGroup.GetInstanceOf(<expr><optionalArguments(args)>)
%>
```

```
/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args,
 template) ::= <%
new StringTemplate(TemplateGroup, "<template>"<optionalArguments(args)>)
%>

optionalArguments(args) ::= <<
<if(args)>,
 new Dictionary\<string, object>() { <args:optionalArgument(); separator=", "> }
<endif>
>>

optionalArgument(it) ::= <<
{"<it.name>", <it.value>}
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(TemplateGroup,<stringExpr>)
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ST.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
DebugTreeAdaptor *adaptor = [DebugTreeAdaptor newTreeAdaptor:(id)dbg Adaptor:[CommonTreeAdaptor
newTreeAdaptor]];

// fix this
- (void) setTreeAdaptor:(id<TreeAdaptor>)anAdaptor
{
  adaptor = [DebugTreeAdaptor newTreeAdaptor:dbg Adaptor:anAdaptor];
<if(grammar.grammarIsRoot)>
  adaptor = [DebugTreeAdaptor
 newTreeAdaptor:adaptor withDBG:dbg];
<else>
  adaptor = (DebugTreeAdaptor *)adaptor; // delegator sends dbg adaptor
<endif><\n>
  <grammar.directDelegates:{g|[<g:delegateName()> setTreeAdaptor:adaptor];}>
}

- (id<TreeAdaptor>)getTreeAdaptor
{
  return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =

```
  [DebugEventSocketProxy newDebugEventSocketProxy:self, port, <if(TREE_PARSER)>[input
getTreeAdaptor]<else>adaptor<endif>];
[self setDebugListener:proxy];
[self set<inputStreamType>:[Debug<inputStreamType> newDebug<inputStreamType>:input with:proxy]];
try {
  [proxy handshake];
}
@catch (IOException *ioe) {
  [self reportError:ioe];
}
>>

@ctorForRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForProfilingRootGrammar.finally() ::=<<
CommonTreeAdaptor *adap = [CommonTreeAdaptor
 newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForPredefinedListener.superClassRef() ::= @"super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];<\n>
<endif>
>>

@treeParserHeaderFile.superClassName ::= "DebugTreeParser"

@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTDbg.stg
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*/

group Perl5;

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,

  scopes, superClass, literals) ::=
<<
$ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
<if(TREE_PARSER)>
<endif>
<if(backtracking)>
<endif>
<@end>

```
<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="ANTLR::Runtime::Lexer")  ::= <<
package <name>;

use Carp;
use English qw( -no_match_vars ) ;
use Readonly;
use Switch;

use ANTLR::Runtime::BaseRecognizer;
use ANTLR::Runtime::DFA;
use ANTLR::Runtime::NoViableAltException;

use Moose;

extends 'ANTLR::Runtime::Lexer';

Readonly my $HIDDEN => ANTLR::Runtime::BaseRecognizer->HIDDEN;
sub HIDDEN { $HIDDEN }

use constant {
  <tokens:{ <it.name> => <it.type>, }; separator="\n">
};
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>

sub BUILD {
  my ($self, $arg_ref) = @_;

  $self->init_dfas();
}

sub get_grammar_file_name {
  return "<fileName>";
}

<if(filterMode)>
<filteringNextToken()>
<endif>
<rules;
 separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>
```

```
<cyclicDFAs:{dfa | has 'dfa<dfa.decisionNumber>';}; separator="\n">

sub init_dfas {
  my ($self) = @_;

  <cyclicDFAs:{dfa |
  $self->dfa<dfa.decisionNumber>(<name>::DFA<dfa.decisionNumber>->new({ recognizer => $self }));
  }; separator="\n">

  return;
}

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;

>>

perlTypeInitMap ::= [
 "$":"undef",
 "@":"()",
 "%":"()",
 default:"undef"
]

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public Token nextToken() {
  while (true) {
      if ( input.LA(1)==CharStream.EOF
 ) {
          return Token.EOF_TOKEN;
      }
      token = null;
 channel = Token.DEFAULT_CHANNEL;
      tokenStartCharIndex = input.index();
      tokenStartCharPositionInLine = input.getCharPositionInLine();
      tokenStartLine = input.getLine();
 text = null;
      try {
          int m = input.mark();
```

```
        backtracking=1; <! means we won't throw slow exception !>
        failed=false;
        mTokens();
        backtracking=0;
        <! mTokens backtracks with synpred at backtracking==2
          and we set the synpredgate to allow actions at level 1. !>
        if ( failed ) {
           input.rewind(m);
           input.consume(); <! advance one char and try again !>
        }
        else {
           emit();
           return token;
        }
     }
     catch (RecognitionException re) {
        // shouldn't happen in backtracking mode, but...
        reportError(re);

     recover(re);
     }
  }
}

public void memoize(IntStream input,
  int ruleIndex,
  int ruleStartIndex)
{
if ( backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "$self->state->backtracking==0"

filteringActionGate() ::= "backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, inputStreamType, superClass, filterMode,
           ASTLabelType="Object", labelType, members) ::= <<
package <name>;

use English qw( -no_match_vars ) ;
```

```
use Readonly;
use Switch;
use Carp;
use ANTLR::Runtime::BitSet;

use Moose;

extends '<@superClassName><superClass><@end>';

Readonly my $token_names => [
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
];

use constant {
<tokens:{ <it.name>
 => <it.type>, }; separator="\n">
};

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

sub BUILD {
  my ($self, $arg_ref) = @_;

<if(backtracking)>
  $self->state->rule_memo({});<\n>
<endif>
}
<@end>

sub get_token_names {
  return $token_names;
}

sub get_grammar_file_name {
  return "<fileName>";
}

<members>

<rules; separator="\n\n">

<synpreds:{p | <synpred(p)>}>
```

```
<cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = __PACKAGE__::DFA<dfa.decisionNumber>->new($self);};
separator="\n">
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;
__END__
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType,
superClass="ANTLR::Runtime::Parser", labelType="ANTLR::Runtime::Token",
members={<actions.parser.members>})
 ::= <<
<genericParser(inputStreamType="ANTLR::Runtime::TokenStream", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="Object", superClass="ANTLR::Runtime::TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start
 <ruleName>
sub <ruleName>_fragment {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>

<if(trace)>
  $self->traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  eval {
      <block>
  };
  $self->traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  if ($EVAL_ERROR) {
      croak $EVAL_ERROR;
```

```
  }
<else>
  <block>
<endif>
}
# $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
  backtracking++;
  <@start()>
  int start = input.mark();
  try {
     <name>_fragment(); // can never throw exception
  } catch (RecognitionException re) {
     System.err.println("impossible: "+re);
  }
  boolean success = !failed;
  input.rewind(start);
  <@stop()>
  backtracking--;
  failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()>;
 }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>
if ($self->state->failed) {
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
```

```
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (backtracking>0) {failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start <ruleName>
# <fileName>:<description>
sub <ruleName>() {
  my ($self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>) = @_;
  <if(trace)>$self->traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
   <ruleDescriptor.actions.init>
  <@preamble()>
  eval {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  };
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  my $exception = $EVAL_ERROR;
  if (ref $exception && $exception->isa('ANTLR::Runtime::RecognitionException')) {
     $self->report_error($exception);
     $self->recover($self->input, $exception);
     $exception = undef;
  }<\n>
<endif>
<endif>
<endif>
  <if(trace)>$self->traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  if ($exception) {
```

```
      croak $exception;
      #$exception->rethrow();
    }
    <@postamble()>
    return <ruleReturnValue()>;
}
# $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch
 (<e.decl>) {
   <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
my $retval = <returnType()>->new();
$retval->set_start($self->input->LT(1));<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
my $<a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
my $<ruleDescriptor.name>_start_index = $self->input->index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
   :{my $<it.label.text> = undef;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
   :{List list_<it.label.text>=null;};
 separator="\n"
>
```

```
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{my $<it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{List list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
$<ruleDescriptor.singleValueReturnName>
<else>
$retval
<endif>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
$retval->set_stop($self->input->LT(-1));<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if
 ( backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
```

```
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start <ruleName>
sub m_<ruleName> {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>
  my ($self) = @_;
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleDeclarations()>
  eval {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      my $_type = <ruleName>;
      my $_channel = $self->DEFAULT_TOKEN_CHANNEL;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      $self->state->type($_type);
      $self->state->channel($_channel);
       <(ruleDescriptor.actions.after):execAction()>
<endif>
  };
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>

  if ($EVAL_ERROR) {
     croak $EVAL_ERROR;
  }
}
# $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
sub m_tokens {
  my ($self) = @_;
  <block><\n>
}
>>
```

```
// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
# <fileName>:<description>
my $cnt<decisionNumber> = 0;
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>

 switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else {
       if ( $cnt<decisionNumber> >= 1 ) { last LOOP<decisionNumber> }
       <ruleBacktrackFailure()>
        my $eee =
            ANTLR::Runtime::EarlyExitException->new(<decisionNumber>, $self->input);
        <@earlyExitException()>
        croak $eee;
     }
  }
  ++$cnt<decisionNumber>;
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else { last LOOP<decisionNumber> }
  }
```

```
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)?
 are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
case <i> {
  <@prealt()>
  <it>
}<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
# <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el><\n>
>>
```

```
/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)>$<label> =<endif>$self->match($self->input, <token>,
$FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match_range(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= $self->input->LA(1);<\n>
<else>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
<endif>
if
 ( <s> ) {
   $self->input->consume();
```

```
  <postmatchCode>
<if(!LEXER)>
  $self->state->error_recovery(0);
<endif>
  <if(backtracking)>failed=false;<endif>
}
else {
  <ruleBacktrackFailure()>
  my $mse =
      ANTLR::Runtime::MismatchedSetException->new(undef, $self->input);
  <@mismatchedSetException()>
<if(LEXER)>
  $self->recover($mse);
  $mse->throw();
<else>
  $mse->throw();
  <! use following code to make it recover inline; remove throw mse;
  $self->recoverFromMismatchedSet($self->input, $mse, $FOLLOW_set_in_<ruleName><elementIndex>);
  !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
int <label>Start = getCharIndex();
$self->match(<string>); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE,
 Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
<else>
$self->match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>
```

```
wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
$self->push_follow($FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
$<label> = $self-><rule.name>(<args; separator=", ">);<\n>
<else>
$self-><rule.name>(<args; separator=", ">);<\n>
<endif>
$self->state->_fsp($self->state->_fsp
 - 1);
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
```

```
int <label>Start<elementIndex> = getCharIndex();
$self->m_<rule>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
$self->m_<rule.name>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer
 */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction
```

```
 expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
else {
<if(eotPredictsAlt)>
  $alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  my $nvae =
     ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => "<description>",
        decision_number => <decisionNumber>,
        state_number => <stateNumber>,
        input => $self->input,
     });<\n>
  <@noViableAltException()>
  croak $nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but
 this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
```

```
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
$alt<decisionNumber> = <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  $alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/**
 An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "$alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
  else {
  <if(eotPredictsAlt)>
     $alt<decisionNumber> = <eotPredictsAlt>;
  <else>
     <ruleBacktrackFailure()>
     my $nvae =
        ANTLR::Runtime::NoViableAltException->new({
            grammar_decision_description => "<description>",
           decision_number => <decisionNumber>,
           state_number => <stateNumber>,
           input => $self->input,
```

```
        });<\n>
      <@noViableAltException()>
      croak $nvae;<\n>
  <endif>
  }
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else { $alt<decisionNumber> = <eotPredictsAlt> }<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case [<labels:{ <it> }; separator=", ">] { <targetState> }
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA
 case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
$alt<decisionNumber> = $self->dfa<decisionNumber>->predict($self->input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
Readonly my $DFA<dfa.decisionNumber>_eot => ANTLR::Runtime::DFA->unpack_rle([
```

```
<dfa.javaCompressedEOT; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_eof => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOF; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_min => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedMin; separator=", "> ]);
Readonly
 my $DFA<dfa.decisionNumber>_max => ANTLR::Runtime::DFA->unpack_rle([ <dfa.javaCompressedMax;
separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_accept => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedAccept; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_special => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedSpecial; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_transition => [
<dfa.javaCompressedTransition:{s|ANTLR::Runtime::DFA->unpack_rle([ <s; separator=", "> ])}; separator=", "> ];

{
package <name>::DFA<dfa.decisionNumber>;
use ANTLR::Runtime::Class;

use strict;
use warnings;

extends 'ANTLR::Runtime::DFA';

sub BUILD {
  my $self = shift;
  my $param_ref = __PACKAGE__->unpack_params(@_, {
     spec => [
        {
           name => 'recognizer',
           isa  => 'ANTLR::Runtime::BaseRecognizer'
        },
     ]
  });

  $self->recognizer($param_ref->{recognizer});
  $self->decision_number(<dfa.decisionNumber>);
   $self->eot($DFA<dfa.decisionNumber>_eot);
  $self->eof($DFA<dfa.decisionNumber>_eof);
  $self->min($DFA<dfa.decisionNumber>_min);
  $self->max($DFA<dfa.decisionNumber>_max);
  $self->accept($DFA<dfa.decisionNumber>_accept);
  $self->special($DFA<dfa.decisionNumber>_special);
  $self->transition($DFA<dfa.decisionNumber>_transition);
}

sub get_description {
  return "<dfa.description>";
```

```
}

<@errorMethod()>

<if(dfa.specialStateSTs)>
sub special_state_transition {
  my ($self, $param_ref) = unpack_params(@_, {
     spec => [
        {
           name => 's',
           type => SCALAR,
        },
        {
           name => 'input',
           isa  => 'ANTLR::Runtime::IntStream',
        }
     ]
  });
  my $s = $param_ref->{s};
  my $input = $param_ref->{input};

  switch ($s) {
     <dfa.specialStateSTs:{state |
     case <i0> \{ <! compressed special state numbers 0..n-1 !>
        <state>};
 separator="\n">
     }
  }

<if(backtracking)>
  if ($self->state->backtracking > 0) {
     $self->state->failed = 1;
     return -1;
  }<\n>
<endif>

  my $nvae =
     ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => $self->get_description(),
        decision_number => <dfa.decisionNumber>,
        state_number => $s,
        input => $input,
     });<\n>
  $self->error($nvae);
  $nvae->throw();
  }<\n>
<endif>
}<\n>
```

```
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
my $input = $self->input;
my $LA<decisionNumber>_<stateNumber> = $input->LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
my $index<decisionNumber>_<stateNumber> = $input->index();
$input->rewind();<\n>
<endif>
s = -1;
<edges; separator="\nels">
<if(semPredState)> <!
 return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"
```

```
lookaheadTest(atom,k,atomAsInt) ::= "$LA<decisionNumber>_<stateNumber> eq <atom>"

/**
 Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "$self->input->LA(<k>) eq <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
($LA<decisionNumber>_<stateNumber> ge <lower> && $LA<decisionNumber>_<stateNumber> le <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "($self->input->LA(<k>) ge
<lower> && $self->input->LA(<k>) le <upper>)"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected
 Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.name>_return
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
```

```
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
my $<label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/**
 Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{
  package <returnType()>;
  use ANTLR::Runtime::Class;

  extends 'ANTLR::Runtime::<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope';

  <scope.attributes:{public <it.decl>;}; separator="\n">
```

```
  <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{$<it.name>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "$<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "$<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>;
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>;
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
$<scope>.<attr.name>
<else>
```

```
$<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
$<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
$<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "$<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "$<scope>->get_text()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "((<labelType>)<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "((<labelType>)<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr)
 ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))
<else>
```

```
substr($self->input, $<scope>->start, $<scope>->stop)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "$<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr)
 ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "$_type"
lexerRulePropertyRef_line(scope,attr) ::= "tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "$_channel"
lexerRulePropertyRef_start(scope,attr) ::= "tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_self(scope,attr)
 ::= "$self"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"
```

```
/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
if ( backtracking==0 ) {
 <action>
}
<endif>
<else>
<action>
<endif>
>>

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
Readonly my $<name> => ANTLR::Runtime::BitSet->new({ words64 => [ <words64:{'<it>'};separator=", "> ]
});<\n>
>>

codeFileExtension() ::= ".pm"

true() ::= "1"
false() ::= "0"
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Perl5/Perl5.stg
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*/
@genericParserHeaderFile.memVars() ::= <<
/* AST parserHeaderFile.memVars */
NSInteger ruleLevel;
NSArray *ruleNames;
<@super.memVars()> /* AST super.memVars */
<parserMemVars()>   /* AST parserMemVars */
>>

@genericParserHeaderFile.properties() ::= <<
/* AST parserHeaderFile.properties */
<@super.properties()> /* AST super.properties */
<parserProperties()>   /* AST parserproperties */
>>

@genericParserHeaderFile.methodsDecl() ::= <<
/* AST parserHeaderFile.methodsDecl
 */
<@super.methodsDecl()> /* AST super.methodsDecl */
<parserMethodsDecl()>   /* AST parsermethodsDecl */
>>

@genericParser.synthesize() ::= <<
/* AST genericParser.synthesize */
<@super.synthesize()>
<parserSynthesize()>
>>

@genericParser.methods() ::= <<
/* AST genericParser.methods */
<@super.methods()>
<parserMethods()>
>>

/* additional init code for tree support */

```
@genericParser.init() ::= <<
/* AST genericParser.init */
<@super.init()>
[self setTreeAdaptor:[[CommonTreeAdaptor newTreeAdaptor] retain]];
>>

@genericParser.dealloc() ::= <<
/* AST genericParser.dealloc */
[self setTreeAdaptor:nil];
<@super.dealloc()>
>>

/* Add an adaptor property that knows how to build trees */
parserMemVars() ::= <<
/* AST parserMemVars */
id\<TreeAdaptor> treeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserProperties() ::= <<
/* AST parserProperties */
@property (retain, getter=getTreeAdaptor, setter=setTreeAdaptor:) id\<TreeAdaptor> treeAdaptor;
>>

/**
 Declaration of additional tree support methods - go in interface of parserHeaderFile() */
parserMethodsDecl() ::= <<
/* AST parserMethodsDecl */
- (id\<TreeAdaptor>) getTreeAdaptor;
- (void) setTreeAdaptor:(id\<TreeAdaptor>)theTreeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserSynthesize() ::= <<
/* AST parserProperties */
@synthesize treeAdaptor;
>>

/** Definition of addition tree support methods - go in implementation of genericParser() */
parserMethods() ::= <<
/* AST parserMethods */
- (id\<TreeAdaptor>) getTreeAdaptor
{
 return treeAdaptor;
}

- (void) setTreeAdaptor:(id\<TreeAdaptor>)aTreeAdaptor
{
```

```
 if (aTreeAdaptor != treeAdaptor) {
  treeAdaptor = aTreeAdaptor;
 }
}
>>

/** addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* AST returnScopeInterface.memVars */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope properties */
@returnScopeInterface.properties() ::= <<
/* AST returnScopeInterface.properties
 */
@property (retain, getter=getTree, setter=setTree:) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* AST returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;<\n>
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope synthesize */
@returnScopeImplementation.synthesize() ::= <<
/* AST returnScope.synthesize */
@synthesize tree;
>>

/** the implementation of returnScope methods */
@returnScopeImplementation.methods() ::= <<
/* AST returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
     if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}
```

```
- (void) dealloc
{
  self.tree = nil;
  [super dealloc];
}

>>

/** Add
 a variable to track rule's return AST */
ruleDeclarations() ::= <<
/* AST ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *root_0 = nil;<\n>
>>

ruleLabelDefs() ::= <<
/* AST ruleLabelDefs */
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> *<it.label.text>_tree=nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> *<it.label.text>_tree = nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{it | RewriteRuleTokenStream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
                                        description:@"token <it>"] retain];}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor

            description:@"rule <it>"] retain];}; separator="\n">
>>

ruleCleanUp() ::= <<
/* AST ruleCleanUp */
<super.ruleCleanUp()>
<[ruleDescriptor.allTokenRefsInAltsWithRewrites,ruleDescriptor.allRuleRefsInAltsWithRewrites]:{it |
[stream_<it> release];}; separator="\n">
<!
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(backtracking)>if ( state.backtracking == 0 ) {<\n>
<endif>
  [<prevRuleRootRef()> setTree:(<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0]];<\n>
  [treeAdaptor setTokenBoundaries:[<prevRuleRootRef()> getTree]
                     From:[<prevRuleRootRef()> getStart]
                       To:[<prevRuleRootRef()> getStop]];<\n>
<if(backtracking)>}<\n>
<endif>
<endif>
```

```
[root_0 release];
!>
>>

rewriteCodeLabelsCleanUp() ::= <<
/* AST rewriteCodeLabelsCleanUp */
<referencedTokenLabels:{it | [stream_<it> release];}; separator="\n">
<referencedTokenListLabels:{it | [stream_<it> release];}; separator="\n">
<referencedRuleLabels:{it |
 [stream_<it> release];}; separator="\n">
<referencedRuleListLabels:{it | [stream_<it> release];}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <endif>
  [stream_<token> addElement:<label>];<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the
 rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>
```

```
/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)>
<if(backtracking)>
if ( !<actions.(actionScope).synpredgate> ) <endif>
  [stream_<token> addElement:<label>];<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
[stream_<rule.name> addElement:[<label> getTree]];
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

/**
 ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<! <super.ruleRefRuleRoot(...)> !>
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
  [stream_<rule.name> addElement:[<label> getTree]];<\n>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
```

```
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list
 labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;<\n>
<rewriteCodeLabels()>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)[treeAdaptor rulePostProcessing:root_0];
[input replaceChildren:[treeAdaptor getParent:retval.start]
            From:[treeAdaptor getChildIndex:retval.start]
              To:[treeAdaptor getChildIndex:_last]
            With:retval.tree];
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;<\n>
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree
 = root_0;<\n>
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>
```

```
rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
description:@"token <it>" element:<it>] retain];};
  separator="\n"
>
<referencedTokenListLabels:{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
     description:@"token <it>" elements:list_<it>] retain];};
  separator="\n"
>
<referencedWildcardLabels:{it | RewriteRuleSubtreeStream stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:"wildcard <it>" element:<it>] retain];};
  separator="\n"
>
<referencedWildcardListLabels:{it | RewriteRuleSubtreeStream stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      descriptor:"wildcard <it>" elements:list_<it>] retain];};
  separator="\n"
>
<referencedRuleLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:@"token <it>" element:<it>!=nil?[<it> getTree]:nil] retain];};
  separator="\n"
>
<referencedRuleListLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:@"token <it>" elements:list_<it>] retain];};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | [stream_<el> hasNext]}; separator="||">
 ) {
 <alt>
}
```

```
<referencedElementsDeep:{el | [stream_<el> reset];<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
if ( !(<referencedElements:{el | [stream_<el> hasNext]}; separator=" || ">) ) {
   @throw [RewriteEarlyExitException newException];
}
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator=" || "> ) {
   <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
 {
   <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>
```

```
/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = nil;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> *root_<treeLevel> = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];
  <root:rewriteElement()>
  <children:rewriteElement()>
  [treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
// TODO: args: <args; separator=", ">
[treeAdaptor addChild:<createRewriteNodeFromElement(...)> toTree:root_<treeLevel>];<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
```

```
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createRewriteNodeFromElement(...)>
old:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
[treeAdaptor addChild:<createImaginaryNode(tokenType=token, ...)> toTree:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>
 *)[treeAdaptor becomeRoot:<createImaginaryNode(tokenType=token, ...)> old:root_<treeLevel>];<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
[treeAdaptor addChild:[stream_<rule> nextTree] toTree:root_<treeLevel>];<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:(id\<Tree>)[stream_<rule> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteNodeAction(action) ::= <<
[treeAdaptor addChild:<action> toTree:root_<treeLevel>];<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<action>
 old:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>
```

```
/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
   [<terminalOptions.node> new<terminalOptions.node>:<tokenType> <if(args)>, <args; separator=", "><endif>]
<else>
  <if(args)>
     [[treeAdaptor createTree:<tokenType> <if(first(args))>FromToken:<first(args)><endif>
<if(first(rest(args)))>Text:<first(rest(args))><else>Text:@"<tokenType>"<endif>] retain]
  <else>
     [[treeAdaptor createTree:<tokenType> Text:@"<tokenType>"] retain]
  <endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:[stream_<token> nextToken]<if(args)>, <args;
separator=", "><endif>]
<else>
  <if(args)> <! must create new node from old !>
     [[treeAdaptor createTree:<token> Text:<first(rest(args))> <args; separator=", ">] retain]
  <else>
     [stream_<token> nextNode]
  <endif>
<endif>
>>
```

Found in path(s):

* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/AST.stg
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```
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var _first_0:<ASTLabelType>
```

```
 = null;
var _last:<ASTLabelType> = null;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = <ASTLabelType>(_first_0);
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = <ASTLabelType>(input.LT(1));
{
var _save_last_<treeLevel>:<ASTLabelType> = _last;
var _first_<treeLevel>:<ASTLabelType> = null;
<if(!rewriteMode)>
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
 ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
```

```
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions)
```

```
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
 <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
```

```
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.tree);
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>
```

```
/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto
 construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
<ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRootTrack(...)>
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>
```

```
/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
<if(backtracking)>}<endif>
<endif>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ActionScript/ASTTreeParser.stg
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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
```

```
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/**
 label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate
 that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
```

>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0,
 <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>

```
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0,
 <label>_tree)
})>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python3/ASTParser.stg
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```

```
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*/

dfa(decisionRanks,states,edges,rankdir,startState,useBox) ::= <<
digraph NFA {
<if(rankdir)>rankdir=<rankdir>;<endif>
<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

nfa(decisionRanks,states,edges,rankdir,startState) ::= <<
digraph NFA {
rankdir=LR;
<decisionRanks; separator="\n">
<states;
 separator="\n">
<edges; separator="\n">
}
>>
```

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states; separator="; ">}
>>

edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

epsilon-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontname="Times-Italic", label = "e"];
>>

state(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>box<else>circle, fixedsize=true, width=.4<endif>]; <name>
>>

stopstate(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>polygon,sides=4,peripheries=2<else>doublecircle, fixedsize=true, width=.6<endif>]; <name>
>>

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* /antlr-3-5-3-jar/org/antlr/tool/templates/dot/dot.stg
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/* addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* ASTTreeParser returnScopeInterface.memVars
 */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* ASTTreeParser returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope methods */
@returnScope.methods() ::= <<
/* ASTTreeParser returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
```

```
  if (tree != aTree) {
    if (tree != nil) [tree release];
    if (aTree != nil) [aTree retain];
    tree = aTree;
  }
}

- (void) dealloc
{
  [self setTree:nil];
  [super dealloc];
}

@synthesize tree;
>>

@returnScopeProperties() ::= <<
@property (retain) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
/* ASTTreeParser
 ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *_first_0 = nil;
<ASTLabelType> *_last = nil;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
/* ASTTreeParser noRewrite */
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType> *)_first_0;
if ( [treeAdaptor getParent:retval.tree] != nil && [treeAdaptor isNil:[treeAdaptor getParent:retval.tree]] ) )
  retval.tree = (<ASTLabelType> *)[treeAdaptor getParent:retval.tree];
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
```

```
/* ASTTreeParser tree */
_last = (<ASTLabelType> *)[input LT:1];
{
<ASTLabelType> *_save_last_<treeLevel> = _last;
<ASTLabelType> *_first_<treeLevel> = nil;
<if(!rewriteMode)>
<ASTLabelType>
 *root_<treeLevel> = [[[treeAdaptor class] newEmptyTree] retain];
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == TokenTypeDOWN ) {
  [self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
[self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
<children:element()>
[self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
[treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
<endif>
_last
 = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
>>
```

```
/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
  <label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
  <label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
  [treeAdaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==nil
 ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
/* ASTTreeParser tokenRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
```

```
/* ASTTreeParser tokenRefRuleRootAndListLabel
 */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser wildcard */
_last = (<ASTLabelType> *)[input LT:1];
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType> *)[adaptor dupTree:<label>];
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSet */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node>
 new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTTreeParser matchRuleBlockSet */
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>
```

```
matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSetBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTTreeParser matchSetRuleRoot */
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
root_<treeLevel>
 = (<ASTLabelType> *)[adaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
  [treeAdaptor addChild:<label>.tree toTree:root_<treeLevel>];
<else> <! rewrite mode !>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefAndListLabel */
<ruleRef(...)>
<! <listLabel(elem = "["+label+" getTree]",...)> !>
<listLabel(elem = {[<label> getTree]},...)>
>>
```

```
/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 ( state.backtracking == 0 ) <endif>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>.tree old:root_<treeLevel>];
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser
 ruleRefRuleRootTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>
```

```
/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
/* ASTTreeParser createRewriteNodeFromElement */
<if(terminalOptions.node)>
<! new <terminalOptions.node>(stream_<token>.nextNode()) !>
[[[<terminalOptions.node>(stream_<token> alloc] init] nextNode];
<else>
<! stream_<token>.nextNode() !>
[stream_<token> nextNode]
<endif>
>>

ruleCleanUp() ::= <<
/* ASTTreeParser ruleCleanUp */
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType> *)[treeAdaptor
 rulePostProcessing:root_0];
<if(backtracking)>}<endif>
<endif>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
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*/

asTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "Number":"0.0",
 "Boolean":"false",
 default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds,
 memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
package<if(actions.(actionScope).package)> <actions.(actionScope).package><endif> {
  <actions.(actionScope).header>
  <@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
  import org.antlr.runtime.tree.*;
<endif>
  <@end>

  <docComment>
  <recognizer>
}
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="Token",
    superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
```

```
><@end><endif> {
  <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">
  <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
  <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|public var <g:delegateName()>:<g.recognizerName>;};
 separator="\n">
  // delegators
  <grammar.delegators:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:CharStream = null, state:RecognizerSharedState = null) {
      super(input, state);
      <cyclicDFAs:cyclicDFACtor()>
<if(memoize)>
<if(grammar.grammarIsRoot)>
      this.state.ruleMemo = new Array(<numRules>+1);<\n> <! index from 1..n !>
<endif>
<endif>
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this,
input, this.state);}; separator="\n">
      <grammar.delegators:
       {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
  public override
 function get grammarFileName():String { return "<fileName>"; }

<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
```

```
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override function nextToken():Token {
  while (true) {
    if ( input.LA(1)==CharStreamConstants.EOF ) {
       return TokenConstants.EOF_TOKEN;
    }
    this.state.token = null;
   this.state.channel = TokenConstants.DEFAULT_CHANNEL;
    this.state.tokenStartCharIndex = input.index;
    this.state.tokenStartCharPositionInLine = input.charPositionInLine;
     this.state.tokenStartLine = input.line;
   this.state.text = null;
    try {
       var m:int = input.mark();
       this.state.backtracking=1; <! means we won't throw slow exception !>
       this.state.failed=false;
       mTokens();
       this.state.backtracking=0;
       <! mTokens backtracks with synpred at backtracking==2
         and we set the synpredgate to allow actions at level 1. !>
       if ( this.state.failed ) {
          input.rewindTo(m);
          input.consume(); <! advance one char and try again !>
       }
       else {
          emit();
          return this.state.token;
       }
    }
    catch (re:RecognitionException) {
       // shouldn't happen in backtracking mode, but...
       reportError(re);
       recover(re);
    }
  }
  // Not reached - For ActionScript compiler
  throw new Error();
}

public override function memoize(input:IntStream,
 ruleIndex:int,
 ruleStartIndex:int):void
{
if
```

```
 ( this.state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public override function alreadyParsedRule(input:IntStream, ruleIndex:int):Boolean {
if ( this.state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "this.state.backtracking==0"

filteringActionGate() ::= "this.state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
><@end><endif> {
<if(grammar.grammarIsRoot)>
  public static const tokenNames:Array = [
      "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
 <tokenNames; separator=", ">
  ];<\n>
<endif>
  <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">

  // delegates
  <grammar.delegates: {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

  <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
  <@members>
 <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:<inputStreamType>, state:RecognizerSharedState = null) {
      super(input, state);
      <cyclicDFAs:cyclicDFACtor()>
      <parserCtorBody()>
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>,
 }>this, input, this.state);}; separator="\n">
      <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
```

```
separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
  <@end>

  public override function get tokenNames():Array { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
  public override function get grammarFileName():String { return "<fileName>"; }

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
    // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor|
     public function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>}>
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array(<length(grammar.allImportedRules)>+1);<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType="Object",
superClass="Parser", labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, "TokenStream", superClass,
        labelType, members, "Token",
        false, ASTLabelType)>
```

```
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different
 type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
        superClass="TreeParser", members={<actions.treeparser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public
 final function <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>):void {
  <ruleLabelDefs()>
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  try {
     <block>
  }
  finally {
     traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final function <name>():Boolean {
  this.state.backtracking++;
  <@start()>
  var start:int = input.mark();
```

```
  try {
     <name>_fragment(); // can never throw exception
  } catch (re:RecognitionException) {
     trace("impossible: "+re);
  }
  var success:Boolean = !this.state.failed;
  input.rewindTo(start);
  <@stop()>
  this.state.backtracking--;
  this.state.failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( this.state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) )
 { return <ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.failed) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.backtracking>0) {this.state.failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
// $ANTLR start <ruleName>
// <fileName>:<description>
public final function <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
```

```
   <@preamble()>
  try {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  catch (re:RecognitionException) {
     reportError(re);
     recoverStream(input,re);
     <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
     <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
// $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
var retval:<returnType()> = new <returnType()>();
retval.start = input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{
 a |
var <a.name>:<a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
```

```
}>
<endif>
<if(memoize)>
var <ruleDescriptor.name>_StartIndex:int = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new Object());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new Object());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef();
 separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>:RuleReturnScope = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |var <it.label.text>:int;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
```

```
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this.state.backtracking>0 ) { memoize(input,
 <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start <ruleName>
public final function m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):void {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      var _type:int = <ruleName>;
      var _channel:int = DEFAULT_TOKEN_CHANNEL;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      this.state.type = _type;
```

```
      this.state.channel = _channel;
      <(ruleDescriptor.actions.after):execAction()>
<endif>
    }
  finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
      <ruleScopeCleanUp()>
      <memoize()>
  }
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
public override function mTokens():void {
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var
 alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
```

```
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>:int=0;
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
 {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
    if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
    <ruleBacktrackFailure()>
        throw new EarlyExitException(<decisionNumber>, input);
        <! Need to add support for earlyExitException debug hook !>
  }
  cnt<decisionNumber>++;
} while (true);
<@postloop()>
>>
```

```
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
    break loop<decisionNumber>;
  }
} while (true);
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|)
 by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> :
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
```

```
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)><label>=<labelType>(<endif>matchStream(input,<token>,FOLLOW_<token>_in_<ruleName><element
Index>)<if(label)>)<endif>; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new Array();
list_<label>.push(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
```

```
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);<\n>
<else>
<label>=<labelType>(input.LT(1));<\n>
<endif>
<endif>
if
 ( <s> ) {
   input.consume();
   <postmatchCode>
<if(!LEXER)>
   this.state.errorRecovery=false;
<endif>
   <if(backtracking)>this.state.failed=false;<endif>
}
else {
   <ruleBacktrackFailure()>
   <@mismatchedSetException()>
<if(LEXER)>
   throw recover(new MismatchedSetException(null,input));<\n>
<else>
   throw new MismatchedSetException(null,input);
   <! use following code to make it recover inline; remove throw mse;
   recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
   !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
```

```
<if(label)>
var <label>Start:int = charIndex;
matchString(<string>); <checkRuleBacktrackFailure()>
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int =
 charPositionInLine;
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
matchString(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=<labelType>(input.LT(1));<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value
 or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*
* GMS: Note:  do not use post-decrement operator!  ASC produces bad code for exceptions in this case.
```

```
*      See: https://bugs.adobe.com/jira/browse/ASC-3625
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
state._fsp = state._fsp - 1;
<checkRuleBacktrackFailure()>
>>


/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
```

```
<if(label)>
var <label>Start<elementIndex>:int
 = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
match(EOF); <checkRuleBacktrackFailure()>
var <label>:<labelType> = CommonToken.createFromStream(input, EOF,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "var <recRuleArg()>:int"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::=
 <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
```

```
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges;
 separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException() !>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so
 that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
```

```
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.
  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException !>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
```

```
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
   {
  <targetState>
  }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

cyclicDFACtor(dfa) ::= <<

dfa<dfa.decisionNumber> = new DFA(this, <dfa.decisionNumber>,
        "<dfa.description>",
        DFA<dfa.decisionNumber>_eot, DFA<dfa.decisionNumber>_eof, DFA<dfa.decisionNumber>_min,
        DFA<dfa.decisionNumber>_max, DFA<dfa.decisionNumber>_accept, DFA<dfa.decisionNumber>_special,
        DFA<dfa.decisionNumber>_transition<if(dfa.specialStateSTs)>,
DFA<dfa.decisionNumber>_specialStateTransition<endif>);

>>
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple,
 concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<

private const DFA<dfa.decisionNumber>_eot:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOT; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_eof:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOF; wrap="\"+\n    \"">");
```

```
private const DFA<dfa.decisionNumber>_min:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMin; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_max:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMax; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_accept:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedAccept; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_special:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedSpecial;
 wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_transition:Array = [
      <dfa.javaCompressedTransition:{s|DFA.unpackEncodedString("<s; wrap="\"+\n\"">")}; separator=",\n">
];
<if(dfa.specialStateSTs)>
  private function DFA<dfa.decisionNumber>_specialStateTransition(dfa:DFA, s:int, _input:IntStream):int {
      <if(LEXER)>
      var input:IntStream = _input;
      <endif>
      <if(PARSER)>
      var input:TokenStream = TokenStream(_input);
      <endif>
      <if(TREE_PARSER)>
      var input:TreeNodeStream = TreeNodeStream(_input);
      <endif>
    var _s:int = s;
      switch ( s ) {
      <dfa.specialStateSTs:{state |
      case <i0> : <! compressed special state numbers 0..n-1 !>
         <state>}; separator="\n">
      }
<if(backtracking)>
      if (this.state.backtracking>0) {this.state.failed=true; return -1;}<\n>
<endif>
      throw dfa.error(new NoViableAltException(dfa.description, <dfa.decisionNumber>,
 _s, input));
  }<\n>
<endif>

protected var dfa<dfa.decisionNumber>:DFA;  // initialized in constructor

>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
var index<decisionNumber>_<stateNumber>:int = input.index;
```

```
input.rewind();<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/**
 An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lowerAsInt> && LA<decisionNumber>_<stateNumber> \<=
```

```
<upperAsInt>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= "(input.LA(<k>) >= <lowerAsInt> && input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

returnStructName() ::= "<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
```

```
void
<endif>
<endif>
>>

delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>:<ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <returnType()> extends <if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it |public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
};
<endif>
>>

parameterScope(scope)
 ::= <<
<scope.attributes:{it |<it.name>:<it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name>
<else>
```

```
<if(index)>
<scope>_stack[<index>].<attr.name>
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name> =<expr>;
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope)
 ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.values.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name> =<expr>;
<else>
```

```
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr)
 ::= "(<scope>!=null?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.tokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int(<scope>.text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?<ASTLabelType>(<scope>.tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(<scope>!=null?(input.tokenStream.toStringWithRange(
 input.treeAdaptor.getTokenStartIndex(<scope>.start),
 input.treeAdaptor.getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toStringWithTokenRange(<scope>.start,<scope>.stop):null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr)
 ::= "(<scope>!=null?<scope>.st:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.lien:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.charPositionInLine:0)"
```

```
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.tokenIndex:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.text:null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int(<scope>.text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType>(retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType>(retval.stop)"
rulePropertyRef_tree(scope,attr)
 ::= "<ASTLabelType>(retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.tokenStream.toStringWithRange(
 input.treeAdaptor.getTokenStartIndex(retval.start),
 input.treeAdaptor.getTokenStopIndex(retval.start))
<else>
input.toStringWithTokenRange(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(charIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st
 and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
```

<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static const <name>:BitSet = new BitSet([<words64:{it |<it>};separator=", ">]);<\n>
>>

codeFileExtension() ::= ".as"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ActionScript/ActionScript.stg
No license file was found, but licenses were detected in source scan.

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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType>
 _first_0 = null;
<ASTLabelType> _last = null;<\n>
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = _first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
 retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
```

```
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>
 = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> =
(<ASTLabelType>)<root.el.label>.getTree();
<elseif(root.el.label)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID!
 and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
```

```
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto
 construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
```

```
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/**
 Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
```

```
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
```

```
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = (<ASTLabelType>)<label>.getTree();
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabel(label, {<label>.getTree()})>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/**
 ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
```

```
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.getTree()})>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::=
 <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
```

```
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::=
 <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/ASTTreeParser.stg
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```
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*/

@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
 <parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected TreeAdaptor adaptor = new CommonTreeAdaptor();

public void setTreeAdaptor(TreeAdaptor adaptor) {
 this.adaptor = adaptor;
 <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
}
public
 TreeAdaptor getTreeAdaptor() {
 return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
@Override
public <ASTLabelType> getTree() { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = null;<\n>
>>
```

```
ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<if(ruleDescriptor.supportsLabelOptimization)>
<ruleDescriptor.allTokenRefsInRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInRewrites
 :{it | RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
<else>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
<endif>
<endif>
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>
```

```
/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label, ...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label, ...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope)
 ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

// R e w r i t e

rewriteCode(
```

```
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel,
 enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
input.replaceChildren(adaptor.getParent(retval.start),
      adaptor.getChildIndex(retval.start),
      adaptor.getChildIndex(_last),
      retval.tree);
<endif>
<endif>
<!
 if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
```

```
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
 :{it | RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>",<it>!=null?<it>.getTree():null);};
 separator="\n"
>
<referencedRuleListLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>
```

```
rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el
 | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
 <a.alt>
}<\n>
<else>
{
 <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
```

```
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args]
 ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(token,args,terminalOptions)>);
>>
```

```
rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createImaginaryNode(token,args,terminalOptions)>,
root_<treeLevel>);
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule)
 ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<action>, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
```

```
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>


createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/AST.stg
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```

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*/
/*
New style messages. This file only contains the messages in English, but no
information about which file, line, or column it occurred in.
The location and message ids are taken out of the formats directory.
        Kay Roepke
*/
group en_US;

// TOOL ERRORS
// file errors
CANNOT_WRITE_FILE(arg,exception,stackTrace) ::= <<
cannot write file <arg>: <exception>
<stackTrace; separator="\n">
>>
CANNOT_CLOSE_FILE(arg,exception,stackTrace) ::= "cannot close file <arg>: <exception>"
CANNOT_FIND_TOKENS_FILE(arg)
 ::= "cannot find tokens file <arg>"
ERROR_READING_TOKENS_FILE(arg,exception,stackTrace) ::= <<
problem reading token vocabulary file <arg>: <exception>
<stackTrace; separator="\n">
>>
DIR_NOT_FOUND(arg,exception,stackTrace) ::= "directory not found: <arg>"
OUTPUT_DIR_IS_FILE(arg,exception,stackTrace) ::= "output directory is a file: <arg>"
CANNOT_OPEN_FILE(arg,exception,stackTrace) ::= "cannot find or open file: <arg><if(exception)>; reason:
<exception><endif>"
CIRCULAR_DEPENDENCY() ::= "your grammars contain a circular dependency and cannot be sorted into a valid
build order."

INTERNAL_ERROR(arg,arg2,exception,stackTrace) ::= <<
internal error: <arg> <arg2><if(exception)>: <exception><endif>
<stackTrace; separator="\n">

```
>>
INTERNAL_WARNING(arg) ::= "internal warning: <arg>"
ERROR_CREATING_ARTIFICIAL_RULE(arg,exception,stackTrace) ::= <<
problems creating lexer rule listing all tokens: <exception>
<stackTrace; separator="\n">
>>
TOKENS_FILE_SYNTAX_ERROR(arg,arg2)
 ::=
 "problems parsing token vocabulary file <arg> on line <arg2>"
CANNOT_GEN_DOT_FILE(arg,exception,stackTrace) ::=
 "cannot write DFA DOT file <arg>: <exception>"
BAD_ACTION_AST_STRUCTURE(exception,stackTrace) ::=
 "bad internal tree structure for action '<arg>': <exception>"
BAD_AST_STRUCTURE(arg,exception,stackTrace) ::= <<
bad internal tree structure '<arg>': <exception>
<stackTrace; separator="\n">
>>
FILE_AND_GRAMMAR_NAME_DIFFER(arg,arg2) ::=
 "file <arg2> contains grammar <arg>; names must be identical"
FILENAME_EXTENSION_ERROR(arg) ::=
 "file <arg> must end in a file extension, normally .g"

// code gen errors
MISSING_CODE_GEN_TEMPLATES(arg) ::=
 "cannot find code generation templates <arg>.stg"
MISSING_CYCLIC_DFA_CODE_GEN_TEMPLATES() ::=
 "cannot find code generation cyclic DFA templates for language <arg>"
CODE_GEN_TEMPLATES_INCOMPLETE(arg) ::=
 "at least one code generation template missing for language <arg>"
CANNOT_CREATE_TARGET_GENERATOR(arg,exception,stackTrace)
 ::=
 "cannot create target <arg> code generator: <exception>"
STRING_TEMPLATE_ERROR(arg,exception,stackTrace) ::=
 "template error: <arg>"
CANNOT_COMPUTE_SAMPLE_INPUT_SEQ() ::=
 "cannot generate a sample input sequence from lookahead DFA"

// grammar interpretation errors
/*
NO_VIABLE_DFA_ALT(arg,arg2) ::=
 "no viable transition from state <arg> on <arg2> while interpreting DFA"
*/

// GRAMMAR ERRORS
SYNTAX_ERROR(arg) ::= "syntax error: <arg>"
RULE_REDEFINITION(arg) ::=
 "rule <arg> redefinition"
LEXER_RULES_NOT_ALLOWED(arg) ::=
```

"lexer rule <arg> not allowed in parser"
PARSER_RULES_NOT_ALLOWED(arg) ::=
"parser rule <arg> not allowed in lexer"
CANNOT_FIND_ATTRIBUTE_NAME_IN_DECL(arg) ::=
"cannot find an attribute name in attribute declaration"
NO_TOKEN_DEFINITION(arg) ::=
"no lexer rule corresponding to token: <arg>"
UNDEFINED_RULE_REF(arg) ::=
"reference to undefined rule: <arg>"
LITERAL_NOT_ASSOCIATED_WITH_LEXER_RULE(arg) ::=
"literal has no associated lexer rule: <arg>"
CANNOT_ALIAS_TOKENS_IN_LEXER(arg)
::=
"literals are illegal in lexer tokens{} section: <arg>"
ATTRIBUTE_REF_NOT_IN_RULE(arg,arg2) ::=
"reference to attribute outside of a rule: <arg><if(arg2)>.<arg2><endif>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg,arg2) ::=
"unknown attribute for <arg>: <arg2>"
UNKNOWN_RULE_ATTRIBUTE(arg,arg2) ::=
"unknown attribute for rule <arg>: <arg2>"
UNKNOWN_SIMPLE_ATTRIBUTE(arg,args2) ::=
"attribute is not a token, parameter, or return value: <arg>"
ISOLATED_RULE_SCOPE(arg) ::=
"missing attribute access on rule scope: <arg>"
INVALID_RULE_PARAMETER_REF(arg,arg2) ::=
"cannot access rule <arg>'s parameter: <arg2>"
INVALID_RULE_SCOPE_ATTRIBUTE_REF(arg,arg2) ::=
"cannot access rule <arg>'s dynamically-scoped attribute: <arg2>"
SYMBOL_CONFLICTS_WITH_GLOBAL_SCOPE(arg) ::=
"symbol <arg> conflicts with global dynamic scope with same name"
WRITE_TO_READONLY_ATTR(arg,arg2,arg3) ::=
"cannot write to read only attribute: $<arg><if(arg2)>.<arg2><endif>"
LABEL_CONFLICTS_WITH_RULE(arg)
::=
"label <arg> conflicts with rule with same name"
LABEL_CONFLICTS_WITH_TOKEN(arg) ::=
"label <arg> conflicts with token with same name"
LABEL_CONFLICTS_WITH_RULE_SCOPE_ATTRIBUTE(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s dynamically-scoped attribute with same name"
LABEL_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s return value or parameter with same name"
ATTRIBUTE_CONFLICTS_WITH_RULE(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with the rule name"
ATTRIBUTE_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with<arg2>'s return value or parameter with same name"
LABEL_TYPE_CONFLICT(arg,arg2) ::=
"label <arg> type mismatch with previous definition: <arg2>"

```
ARG_RETVAL_CONFLICT(arg,arg2) ::=
 "rule <arg2>'s argument <arg> conflicts a return value with same name"
NONUNIQUE_REF(arg) ::=
 "<arg> is a non-unique reference"
FORWARD_ELEMENT_REF(arg)
 ::=
 "illegal forward reference: <arg>"
MISSING_RULE_ARGS(arg) ::=
 "missing parameter(s) on rule reference: <arg>"
RULE_HAS_NO_ARGS(arg) ::=
 "rule <arg> has no defined parameters"
ARGS_ON_TOKEN_REF(arg) ::=
 "token reference <arg> may not have parameters"
ILLEGAL_OPTION(arg) ::=
 "illegal option <arg>"
LIST_LABEL_INVALID_UNLESS_RETVAL_STRUCT(arg) ::=
 "rule '+=' list labels are not allowed w/o output option: <arg>"
UNDEFINED_TOKEN_REF_IN_REWRITE(arg) ::=
 "reference to undefined token in rewrite rule: <arg>"
REWRITE_ELEMENT_NOT_PRESENT_ON_LHS(arg) ::=
 "reference to rewrite element <arg> without reference on left of ->"
UNDEFINED_LABEL_REF_IN_REWRITE(arg) ::=
 "reference to undefined label in rewrite rule: $<arg>"
NO_GRAMMAR_START_RULE (arg) ::=
 "grammar <arg>: no start rule (no rule can obviously be followed by EOF)"
EMPTY_COMPLEMENT(arg) ::= <<
<if(arg)>
set complement ~<arg> is empty
<else>
set complement is empty
<endif>
>>
UNKNOWN_DYNAMIC_SCOPE(arg) ::=
 "unknown
 dynamic scope: <arg>"
UNKNOWN_DYNAMIC_SCOPE_ATTRIBUTE(arg,arg2) ::=
 "unknown dynamically-scoped attribute for scope <arg>: <arg2>"
RULE_REF_AMBIG_WITH_RULE_IN_ALT(arg) ::=
 "reference $<arg> is ambiguous; rule <arg> is enclosing rule and referenced in the production (assuming enclosing
rule)"
ISOLATED_RULE_ATTRIBUTE(arg) ::=
 "reference to locally-defined rule scope attribute without rule name: <arg>"
INVALID_ACTION_SCOPE(arg,arg2) ::=
 "unknown or invalid action scope for <arg2> grammar: <arg>"
ACTION_REDEFINITION(arg) ::=
 "redefinition of <arg> action"
DOUBLE_QUOTES_ILLEGAL(arg) ::=
 "string literals must use single quotes (such as \'begin\'): <arg>"
```

INVALID_TEMPLATE_ACTION(arg) ::=
 "invalid StringTemplate % shorthand syntax: '<arg>'"
MISSING_ATTRIBUTE_NAME() ::=
 "missing attribute name on $ reference"
ARG_INIT_VALUES_ILLEGAL(arg) ::=
 "rule parameters may not have init values: <arg>"
REWRITE_OR_OP_WITH_NO_OUTPUT_OPTION(arg) ::=
 "<if(arg)>rule <arg> uses <endif>rewrite
 syntax or operator with no output option; setting output=AST"
AST_OP_WITH_NON_AST_OUTPUT_OPTION(arg) ::=
 "AST operator with non-AST output option: <arg>"
NO_RULES(arg) ::= "grammar file <arg> has no rules"
MISSING_AST_TYPE_IN_TREE_GRAMMAR(arg) ::=
 "tree grammar <arg> has no ASTLabelType option"
REWRITE_FOR_MULTI_ELEMENT_ALT(arg) ::=
 "with rewrite=true, alt <arg> not simple node or obvious tree element; text attribute for rule not guaranteed to be correct"
RULE_INVALID_SET(arg) ::=
 "Cannot complement rule <arg>; not a simple set or element"
HETERO_ILLEGAL_IN_REWRITE_ALT(arg) ::=
 "alts with rewrites can't use heterogeneous types left of ->"
NO_SUCH_GRAMMAR_SCOPE(arg,arg2) ::=
 "reference to undefined grammar in rule reference: <arg>.<arg2>"
NO_SUCH_RULE_IN_SCOPE(arg,arg2) ::=
 "rule <arg2> is not defined in grammar <arg>"
TOKEN_ALIAS_CONFLICT(arg,arg2) ::=
 "cannot alias <arg>; string already assigned to <arg2>"
TOKEN_ALIAS_REASSIGNMENT(arg,arg2) ::=
 "cannot alias <arg>;
 token name already assigned to <arg2>"
TOKEN_VOCAB_IN_DELEGATE(arg,arg2) ::=
 "tokenVocab option ignored in imported grammar <arg>"
INVALID_IMPORT(arg,arg2) ::=
 "<arg.grammarTypeString> grammar <arg.name> cannot import <arg2.grammarTypeString> grammar <arg2.name>"
IMPORTED_TOKENS_RULE_EMPTY(arg,arg2) ::=
 "no lexer rules contributed to <arg> from imported grammar <arg2>"
IMPORT_NAME_CLASH(arg,arg2) ::=
 "combined grammar <arg.name> and imported <arg2.grammarTypeString> grammar <arg2.name> both generate <arg2.recognizerName>; import ignored"
AST_OP_IN_ALT_WITH_REWRITE(arg,arg2) ::=
 "rule <arg> alt <arg2> uses rewrite syntax and also an AST operator"
WILDCARD_AS_ROOT(arg) ::= "Wildcard invalid as root; wildcard can itself be a tree"
CONFLICTING_OPTION_IN_TREE_FILTER(arg,arg2) ::= "option <arg>=<arg2> conflicts with tree grammar filter mode"
ILLEGAL_OPTION_VALUE(arg, arg2) ::= "value '<arg2>' invalid for option <arg>"
ALL_OPS_NEED_SAME_ASSOC(arg) ::= "all operators of alt <alt> of

```
 left-recursive rule must have same associativity"
RANGE_OP_ILLEGAL(arg) ::= "the .. range operator isn't allowed in parser rules"

// GRAMMAR WARNINGS

GRAMMAR_NONDETERMINISM(input,conflictingAlts,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it |  alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Decision can match input such as "<input>" using multiple alternatives: <conflictingAlts; separator=", ">
<endif>
<if(disabled)><\n>As a result, alternative(s) <disabled; separator=","> were disabled for that
input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>
>>

DANGLING_STATE(danglingAlts,input) ::= <<
the decision cannot distinguish between alternative(s) <danglingAlts; separator=","> for input such as "<input>"
>>

UNREACHABLE_ALTS(alts) ::= <<
The following alternatives can never be matched: <alts; separator=","><\n>
>>

INSUFFICIENT_PREDICATES(upon,altToLocations,hasPredicateBlockedByAction)
 ::= <<
Input such as "<upon>" is insufficiently covered with predicates at locations: <altToLocations.keys:{alt|alt <alt>:
<altToLocations.(alt):{loc| line <loc.line>:<loc.column> at <loc.text>}; separator=", ">}; separator=",
"><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

DUPLICATE_SET_ENTRY(arg) ::=
 "duplicate token type <arg> when collapsing subrule into set"

ANALYSIS_ABORTED(enclosingRule) ::= <<
ANTLR could not analyze this decision in rule <enclosingRule>; often this is because of recursive rule references
visible from the left edge of alternatives.  ANTLR will re-analyze the decision with a fixed lookahead of k=1.
Consider using "options {k=1;}" for that decision and possibly adding a syntactic predicate.
>>

RECURSION_OVERLOW(alt,input,targetRules,callSiteStates) ::= <<
Alternative <alt>: after matching input such as <input> decision
 cannot predict what comes next due to recursion overflow <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule.name>};separator=", ">}; separator=" and ">
>>
```

LEFT_RECURSION(targetRules,alt,callSiteStates) ::= <<
Alternative <alt> discovers infinite left-recursion <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule>};separator=", ">}; separator=" and ">
>>

UNREACHABLE_TOKENS(tokens) ::= <<
The following token definitions can never be matched because prior tokens match the same input: <tokens;
separator=",">
>>

TOKEN_NONDETERMINISM(input,conflictingTokens,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it | alt <it.alt> via NFA path <it.states; separator="","><\n>}>
<else>
Multiple token rules can match input such as "<input>": <conflictingTokens; separator=", "><\n>
<endif>
<if(disabled)><\n>As a result, token(s) <disabled; separator=","> were disabled for
 that input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>
>>

LEFT_RECURSION_CYCLES(listOfCycles) ::= <<
The following sets of rules are mutually left-recursive <listOfCycles:{c| [<c:{r|<r.name>}; separator=", ">]};
separator=" and ">
>>

NONREGULAR_DECISION(ruleName,alts) ::= <<
[fatal] rule <ruleName> has non-LL(*) decision due to recursive rule invocations reachable from alts <alts;
separator=",">. Resolve by left-factoring or using syntactic predicates or using backtrack=true option.
>>

/* l10n for message levels */
warning() ::= "warning"
error() ::= "error"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/tool/templates/messages/languages/en.stg
No license file was found, but licenses were detected in source scan.

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

@outputFile.imports() ::= <<
<@super.imports()>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
<!protected TreeAdaptor adaptor = new CommonTreeAdaptor();<\n>!>
setTreeAdaptor: function(adaptor) {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
},
getTreeAdaptor: function() {
  return this.adaptor;
},
>>

@returnScope.ruleReturnMembers()
 ::= <<
getTree: function() { return this.tree; }
>>

```
/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleTokenStream(this.adaptor,"token <it>");};
separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations()
 ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = this.adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
```

```
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite
 */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

//
 R e w r i t e

rewriteCode(
```

```
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = this.adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree
 = this.adaptor.rulePostProcessing(root_0);
this.input.replaceChildren(this.adaptor.getParent(retval.start),
                    this.adaptor.getChildIndex(retval.start),
                    this.adaptor.getChildIndex(_last),
                    retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>
```

```
rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard
 <it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard <it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el
 | stream_<el>.reset();<\n>}>
>>
```

```
rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
   throw new org.antlr.runtime.tree.RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
   <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>

/**
 For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
```

```
var root_<treeLevel> = this.adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
this.adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/**
 Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createRewriteNodeFromElement(...)>, root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
```

```
root_<treeLevel> = this.adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this
 rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
this.adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>,
 stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>
```

```
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
this.adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>,
 <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
this.adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/JavaScript/AST.stg
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```
group Dbg;

/*
```
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*/

@parserBody.mixins() ::= <<
include ANTLR3::<if(profile)>Profile<else>Debug<endif>::ParserEvents
>>

@parserBody.additionalMembers() ::= <<
<if(grammar.grammarIsRoot)>
RULE_NAMES = [
 :invalid_rule, <grammar.allImportedRules:{rST|:<rST.name>}; wrap="\n ", separator=", ">
].freeze
<endif>
>>

@rule.body() ::= <<
in_rule(grammar_file_name, "<ruleName>") do
 @debug_listener.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>)

 <@super.body()>

 @debug_listener.location(<ruleDescriptor.EORNode.line>,
 <ruleDescriptor.EORNode.column>)
end
>>

// Common debug event triggers used by region overrides below
enterSubRule() ::= <<
in_subrule(<decisionNumber>) do<\n>

```
>>


exitSubRule() ::= <<
end<\n>
>>


enterDecision() ::= <<
in_decision(<decisionNumber>) do<\n>
>>


exitDecision() ::= <<
end<\n>
>>


enterAlt(n) ::= <<
in_alternative(<n>)<\n>
>>


// Region overrides that tell various constructs to add debugging triggers
@block.body() ::= <<
in_subrule(<decisionNumber>) do
 <@super.body()>
end
>>


// @blockBody.predecision() ::= "<enterSubRule()>"
// @blockBody.postdecision() ::= "<exitDecision()>"
// @blockBody.postbranch() ::= "<exitSubRule()>"
@blockBody.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end
>>


@ruleBlock.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end<\n>
>>
```

```
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n={1})>"


@blockSingleAlt.prealt() ::= "<enterAlt(n={1})>"


@positiveClosureBlock.loopBody()
 ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>


@positiveClosureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@positiveClosureBlockLoop.earlyExitException() ::= <<
@debug_listener.recognition_exception(eee)
>>


@closureBlock.loopBody() ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>


@closureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"  // altNum is arg of altSwitchCase


element(e) ::= <<
@debug_listener.location(<e.line>, <e.pos>) // e is arg of element
<super.element(e)>
>>
```

```
@matchSet.mismatchedSetException() ::= "@debug_listener.recognition_exception(mse)"


@dfaState.noViableAltException() ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

@dfaStateSwitch.noViableAltException()
 ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

dfaDecision(decisionNumber,description) ::= <<
begin
 @state.cyclic_decision = true
 <super.dfaDecision(...)>
rescue ANTLR3::Error::NoViableAlternative => nvae
 @debug_listener.recognition_exception(nvae)
 raise
end
>>


@cyclicDFA.errorMethod() ::= <<
def error(nvae)
 @recognizer.debug_listener.recognition_exception(nvae)
 super
end
>>
/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
predicate?("<description>") { <pred> }
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Ruby/Dbg.stg
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```

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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/*
* Template group file for the Objective C code generator.
* Heavily based on Java.stg
*
* Written by Kay Roepke <kroepke(at)classdump.org>
* Modified by Alan Condit <acondit(at)ipns.com>
*
* This file is part of ANTLR and subject to the same license as ANTLR itself.
*/

objcTypeInitMap ::= [
  "int"   : "0",   // Integers   start out being 0
  "long"   : "0",   // Longs   start out being 0
  "float"
       : "0.0",   // Floats   start out being 0
  "double"   : "0.0",   // Doubles   start out being 0
  "BOOL"   : "NO",   // Booleans   start out being Antlr ObjC for false
  "byte"   : "0",   // Bytes   start out being 0
  "short"   : "0",   // Shorts   start out being 0
  "char"   : "0",   // Chars   start out being 0
  "id"   : "nil",   // ids   start out being nil
  default   : "nil"   // anything other than an atomic type
]

```
// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"YES",
 "false":"NO",
 default:"NO"
]


className() ::= "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>"
leadIn(type)
 ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -               for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* ObjC language generator and runtime by Alan Condit, acondit|hereisanat|ipns|dotgoeshere|com.
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
          PARSER,
          TREE_PARSER,
          actionScope,
          actions,
          docComment,
          recognizer,
          name,
```

```
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
         buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("OBJC source")>
*/
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<! <if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif> !>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#import "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>.h"
<actions.(actionScope).postinclude>
/*
 ----------------------------------------- */

<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
```

```
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR  lit_<i>[]  = <it>;}; separator="\n">

<endif>

/* ============================================================================= */
/* =============================================================================
* Start of recognizer
*/
<recognizer>
>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,

    tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
       ) ::=
<<
```

```
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr OBJC runtime definitions
*/
#import \<Cocoa/Cocoa.h>
#import \<ANTLR/ANTLR.h>
/* End of standard antlr3 runtime definitions
* ============================================================================
*/
<actions.(actionScope).includes>
<@end>

<if(LEXER)>
<lexerHeaderFile(...)>
<endif>
<if(PARSER)>
<parserHeaderFile(...)>
<endif>
<if(TREE_PARSER)>
<treeParserHeaderFile(...)>
<endif>
<docComment>
>>

lexerHeaderFile(
 LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
```

```
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass="Lexer"
        ) ::=
<<

<if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
 */
<endif>

/* Start cyclicDFAInterface */
<cyclicDFAs:cyclicDFAInterface()>

#pragma mark Rule return scopes Interface start
<rules:{rule |
<rule.ruleDescriptor:{ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>
#pragma mark Rule return scopes Interface end
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
/* interface lexer class */
@interface <className()> <@superClassName>: <superClass><@end> { // line 283
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
/* ObjC start of actions.lexer.memVars */
<actions.lexer.memVars>
/* ObjC end of actions.lexer.memVars */
}
+ (void) initialize;
+ (<className()> *)new<className()>WithCharStream:(id\<CharStream>)anInput;
/* ObjC start actions.lexer.methodsDecl */
<actions.lexer.methodsDecl>
/* ObjC
 end actions.lexer.methodsDecl */
<rules:{rule |
```

```
- (<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)
<if(!rule.ruleDescriptor.isSynPred)>m<rule.ruleName><else><rule.ruleName>_fragment<endif>
<if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:parameterScope()><endif>; };
separator="\n"><\n>
@end /* end of <className()> interface */<\n>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScopeInterface(...)>"
headerReturnType(ruleDescriptor) ::= <<
<if(LEXER)>
<if(!r.ruleDescriptor.isSynPred)>
void
<else>
<ruleDescriptor:returnType()>
<endif>
<else>
<ruleDescriptor:returnType()>
<endif>
>>
// Produce the lexer output
lexer(  grammar,
      name,
      tokens,
      scopes,
      rules,
      numRules,
      filterMode,
      labelType="CommonToken",
      superClass="Lexer"
      ) ::= <<
<cyclicDFAs:cyclicDFA()>

/** As per Terence: No returns for lexer rules! */
<!
#pragma mark Rule return scopes start
<rules:{rule | <rule.ruleDescriptor:{ruleDescriptor
|
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>
}>
#pragma mark Rule return scopes end
!>
@implementation <grammar.recognizerName> // line 330

+ (void) initialize
{
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
}
```

```
+ (NSString *) tokenNameForType:(NSInteger)aTokenType
{
  return [[self getTokenNames] objectAtIndex:aTokenType];
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>WithCharStream:(id\<CharStream>)anInput
{
  return [[<grammar.recognizerName> alloc] initWithCharStream:anInput];
}

- (id) initWithCharStream:(id\<CharStream>)anInput
{
  self = [super initWithCharStream:anInput State:[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1]];
  if ( self != nil ) {
<if(memoize)>
      if ( state.ruleMemo == nil ) {
         state.ruleMemo = [[RuleStack newRuleStackWithSize:<numRules>+1] retain];
      }
      if ( [state.ruleMemo count] == 0 ) {
         // initialize the memoization cache
 - the indices are 1-based in the runtime code!
         <! [state.ruleMemo addObject:[NSNull null]];     /* dummy entry to ensure 1-basedness. */ !>
         for (NSInteger i = 0; i \< <numRules>; i++) {
            [state.ruleMemo addObject:[HashRule newHashRuleWithLen:17]];
         }
      }
<endif>
      <synpreds:{pred | <lexerSynpred(name=pred)>};separator="\n">
      <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
      <actions.lexer.init>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
<actions.lexer.dealloc>
  [super dealloc];
}

/* ObjC Start of actions.lexer.methods */
<actions.lexer.methods>
/* ObjC end of actions.lexer.methods */
/* ObjC start methods() */
<@methods()>
```

```
/* ObjC end methods() */

<if(actions.lexer.reset)>
- (void) reset
{
  <actions.lexer.reset>
  [super reset];
}
<endif>

<if(filterMode)>
<filteringNextToken()>
<endif>
/*
 Start of Rules */
<rules; separator="\n">

@end /* end of <grammar.recognizerName> implementation line 397 */
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
- (id\<Token>) nextToken
{
  while (YES) {
      if ( [input LA:1] == CharStreamEOF ) {
          return [<labelType> eofToken];
      }
      state.token = nil;
      state.channel = TokenChannelDefault;
      state.tokenStartCharIndex = input.index;
      state.tokenStartCharPositionInLine = input.charPositionInLine;
      state.tokenStartLine = input.line;
      state.text = nil;
      @try {
          NSInteger m = [input mark];
          state.backtracking
 = 1; /* means we won't throw slow exception */
          state.failed = NO;
          [self mTokens];
          state.backtracking = 0;
          /* mTokens backtracks with synpred at backtracking==2
             and we set the synpredgate to allow actions at level 1. */
```

```
        if ( state.failed ) {
            [input rewind:m];
            [input consume]; /* advance one char and try again */
        } else {
            [self emit];
            return state.token;
        }
      }
      @catch (RecognitionException *re) {
        // shouldn't happen in backtracking mode, but...
        [self reportError:re];
        [self recover:re];
      }
  }
}

- (void)memoize:(id\<IntStream\>)anInput
    RuleIndex:(NSInteger)ruleIndex
   StartIndex:(NSInteger)ruleStartIndex
{
  if ( state.backtracking > 1 ) [super memoize:anInput RuleIndex:ruleIndex StartIndex:ruleStartIndex];
}

- (BOOL)alreadyParsedRule:(id\<IntStream\>)anInput
 RuleIndex:(NSInteger)ruleIndex
{
  if ( state.backtracking > 1 ) return [super alreadyParsedRule:anInput RuleIndex:ruleIndex];
  return NO;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

parserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
```

```
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        literals,
        superClass="Parser"
        ) ::= <<
/* parserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TokenStream>",...)>
>>

treeParserHeaderFile(
 LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        literals,
        superClass="TreeParser"
        ) ::= <<
/* treeParserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TreeNodeStream>",...)>
```

```
>>

genericParserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
         buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals,
        inputStreamType
        ) ::=
<<
<if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

#ifndef ANTLR3TokenTypeAlreadyDefined
#define ANTLR3TokenTypeAlreadyDefined
typedef enum {
  ANTLR_EOF = -1,
  INVALID,
  EOR,
  DOWN,
```

```
  UP,
  MIN
} ANTLR3TokenType;
#endif

<cyclicDFAs:cyclicDFAInterface()>
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined
 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
#pragma mark Dynamic Global Scopes globalAttributeScopeInterface
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInterface(scope=it)><endif>}>
#pragma mark Dynamic Rule Scopes ruleAttributeScopeInterface
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeInterface(scope=ruleDescriptor.ruleScope)>}>}>
#pragma mark Rule Return Scopes returnScopeInterface
<rules:{rule |<rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>

/* Interface grammar class */
@interface <className()> <@superClassName> : <superClass><@end> { /* line 572 */
#pragma mark Dynamic Rule Scopes ruleAttributeScopeDecl
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeDecl(scope=rule.ruleDescriptor.ruleScope)>}>
#pragma mark Dynamic Global Rule Scopes globalAttributeScopeMemVar
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeMemVar(scope=it)><endif>}><\n>
/*
 ObjC start of actions.(actionScope).memVars */
<actions.(actionScope).memVars>
/* ObjC end of actions.(actionScope).memVars */
/* ObjC start of memVars */
<@memVars()>
/* ObjC end of memVars */

<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
}

/* ObjC start of actions.(actionScope).properties */
<actions.(actionScope).properties>
/* ObjC end of actions.(actionScope).properties */
/* ObjC start of properties */
<@properties()>
/* ObjC end of properties */
```

```
+ (void) initialize;
+ (<className()> *) new<className()>:(<inputStreamType>)aStream;
/* ObjC start of actions.(actionScope).methodsDecl */
<actions.(actionScope).methodsDecl>
/* ObjC end of actions.(actionScope).methodsDecl */

/* ObjC start of methodsDecl */
<@methodsDecl()>
/* ObjC end of methodsDecl */

<rules:{rule |
-
(<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)<if(!rule.ruleDescriptor.isSynPred)><rule.ruleName><else
><rule.ruleName>_fragment<endif><if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:
parameterScope()><endif>;
 }; separator="\n"><\n>

@end /* end of <className()> interface */<\n>
>>

parser( grammar,
      name,
      scopes,
      tokens,
      tokenNames,
      rules,
      numRules,
      bitsets,
      ASTLabelType="CommonTree",
      superClass="Parser",
      labelType="CommonToken",
      members={<actions.parser.members>}
      ) ::= <<
<genericParser(inputStreamType="id\<TokenStream>", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
      name,
      scopes,
      tokens,
      tokenNames,
      globalAction,
      rules,
      numRules,
```

```
	bitsets,
	filterMode,
	labelType={<ASTLabelType>},
	ASTLabelType="CommonTree",
	 superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
	members={<actions.treeparser.members>}
	) ::= <<
<genericParser(inputStreamType="id\<TreeNodeStream>", rewriteElementType="Node", ...)>
>>

/** How to generate a parser */
genericParser(  grammar,
	name,
	scopes,
	tokens,
	tokenNames,
	rules,
	numRules,
	cyclicDFAs,		// parser init -- initializes the DFAs
	bitsets,
	labelType,
	ASTLabelType,
	superClass,
	members,
	filterMode,
	rewriteElementType,
	inputStreamType
	) ::= <<
<cyclicDFAs:cyclicDFA()>

#pragma mark Bitsets
<bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>

#pragma mark Dynamic Global globalAttributeScopeImplementation
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeImplementation(scope=it)><endif>}>

#pragma mark Dynamic
 Rule Scopes ruleAttributeScopeImplementation
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeImplementation(scope=ruleDescriptor.ruleScope)>}>}>

#pragma mark Rule Return Scopes returnScopeImplementation
<rules:{rule | <rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>}>

@implementation <grammar.recognizerName>  // line 637

/* ObjC start of ruleAttributeScope */
```

```
#pragma mark Dynamic Rule Scopes ruleAttributeScope
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScope()>}>
/* ObjC end of ruleAttributeScope */
#pragma mark global Attribute Scopes globalAttributeScope
/* ObjC start globalAttributeScope */
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>
/* ObjC end globalAttributeScope */
/* ObjC start actions.(actionScope).synthesize */
<actions.(actionScope).synthesize>
/* ObjC start synthesize() */
<@synthesize()>

+ (void) initialize
{
  #pragma mark Bitsets

 <bitsets:{it | <bitsetInit(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>
  [BaseRecognizer setTokenNames:[[AMutableArray arrayWithObjects:@"\<invalid>", @"\<EOR>",
@"\<DOWN>", @"\<UP>", <tokenNames:{it | @<it>}; separator=", ", wrap="\n ">, nil] retain]];
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
  <synpreds:{pred | <synpred(pred)>}>
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>:(<inputStreamType>)aStream
{
<if(PARSER)>
  return [[<grammar.recognizerName> alloc] initWithTokenStream:aStream];
<else><! TREE_PARSER !>
  return [[<grammar.recognizerName> alloc] initWithStream:aStream];
<endif>
}

<if(PARSER)>
- (id) initWithTokenStream:(<inputStreamType>)aStream
{
  self = [super initWithTokenStream:aStream State:[[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<else><! TREE_PARSER !>
- (id) initWithStream:(<inputStreamType>)aStream
{
  self = [super initWithStream:aStream
 State:[[RecognizerSharedState newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<endif>
      <! <parserCtorBody()> !>
      <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
```

```
    <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInit(scope=it)><endif>}>
    <rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeInit()>}>
    /* start of actions-actionScope-init */
    <actions.(actionScope).init>
    /* start of init */
    <@init()>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDealloc(scope=it)><endif>}>
  <actions.(actionScope).dealloc>
  <@dealloc()>
  [super dealloc];
}

/* ObjC start actions.(actionScope).methods */
<actions.(actionScope).methods>
/* ObjC
 end actions.(actionScope).methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */
/* ObjC start rules */
<rules; separator="\n">
/* ObjC end rules */

@end /* end of <grammar.recognizerName> implementation line 692 */<\n>
>>

parserCtorBody() ::= <<
<if(memoize)> /* parserCtorBody */
<if(grammar.grammarIsRoot)>
state.ruleMemo = [[RuleStack newRuleStack:<numRules>+1] retain];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
```

```
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock)
 ::=
<<
// $ANTLR start <ruleName>_fragment
- (void) <ruleName>_fragment
{
  <ruleLabelDefs()>
  <if(trace)>
     [self traceIn:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
  @try {
     <block>
  }
  @finally {
     [self traceOut:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
  }
<else>
  <block>
<endif>
} // $ANTLR end <ruleName>_fragment
>>

synpred(name) ::= <<
SEL <name>Selector = @selector(<name>_fragment);
<! // $ANTLR start <name>
- (BOOL) <name>
{
  state.backtracking++;
  <@start()>
  NSInteger start = [input mark];
  @try {
     [self <name>_fragment]; // can never throw exception
  }
  @catch (RecognitionException *re) {
     NSLog(@"impossible: %@\n", re.name);
  }
  BOOL success = (state.failed == NO);
  [input rewind:start];
  <@stop()>
  state.backtracking--;
  state.failed=NO;
  return success;
} // $ANTLR end <name> <\n> !>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
```

```
>>

ruleMemoization(name)
 ::= <<
<if(memoize)>
if ( state.backtracking > 0 && [self alreadyParsedRule:input RuleIndex:<ruleDescriptor.index>] ) { return
<ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if (backtracking)>if ( state.failed ) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ( state.backtracking > 0 ) { state.failed = YES; return <ruleReturnValue()>; }<\n><endif>
>>

/** How to generate code for a rule.
*  The return type aggregates are declared in the header file (headerFile template)
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<

/*
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
- (<returnType()>) <ruleName><ruleDescriptor.parameterScope:parameterScope()>
{
  <if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter
 <ruleName> %@ failed=%@ backtracking=%d", [input LT:1], (state.failed==YES)?@"YES":@"NO",
state.backtracking);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  @try {
    <ruleMemoization(name=ruleName)>
    <ruleLabelDefs()>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
```

```
<else><if(!emptyRule)><if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  @catch (RecognitionException *re) {
      [self reportError:re];
      [self recover:input Exception:re];
      <@setErrorReturnValue()>
  }<\n>
<endif><endif><endif>
  @finally {
      <if(trace)>[self traceOut:@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
      <memoize()>
      <ruleScopeCleanUp()>
      <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
/*
 $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}
>>

catch(decl,action) ::= <<
@catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
/* ruleDeclarations */
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval = [<ruleDescriptor:returnStructName()> new<ruleDescriptor:returnStructName()>];
[retval setStart:[input LT:1]];<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
NSInteger <ruleDescriptor.name>_StartIndex = input.index;
<endif>
>>
```

```
ruleScopeSetUp() ::= <<
/* ruleScopeSetUp */
<ruleDescriptor.useScopes:{it | [<it>_stack push:[<it>_Scope new<it>_Scope]];}>
<ruleDescriptor.ruleScope:{it | [<it.name>_stack push:[<it.name>_Scope new<it.name>_Scope]];}>
>>

ruleScopeCleanUp() ::= <<
/* ruleScopeCleanUp */
<ruleDescriptor.useScopes:{it | [<it>_stack pop];}; separator="\n">
<ruleDescriptor.ruleScope:{it | [<it.name>_stack
 pop];}; separator="\n">
>>

ruleLabelDefs() ::= <%
/* ruleLabelDefs entry */<"\n">
<[ruleDescriptor.tokenLabels, ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |<labelType> *<it.label.text> = nil;}; separator="\n"><"\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | AMutableArray *list_<it.label.text> = nil;}; separator="\n"><"\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n"><"\n">
<ruleDescriptor.ruleListLabels:{ll|ParserRuleReturnScope *<ll.label.text> = nil;}; separator="\n"><"\n">
%>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> *<it.label.text>=nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |NSInteger <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]:{it |AMutableArray
 *list_<it.label.text>=nil; }; separator="\n">
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>
```

```
ruleCleanUp() ::= <<
/* token+rule list labels */
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{it |[list_<it.label.text> release];}; separator="\n">
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
[retval setStop:[input LT:-1]];<\n>
<endif><endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) [self memoize:input RuleIndex:<ruleDescriptor.index>
StartIndex:<ruleDescriptor.name>_StartIndex];
<endif><endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
// $ANTLR start "<ruleName>"
- (void)
m<ruleName><if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope:parameterScope(scope=it)><en
dif>
{
   //<if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
      [input LA:1],
      self.line,
      self.charPositionInLine,
      (state.failed==YES) ? @"YES" : @"NO",
      state.backtracking);
  <endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  @try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      NSInteger _type = <ruleName>;
      NSInteger _channel = TokenChannelDefault;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
```

```
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    state.type = _type;
    state.channel = _channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  @finally {

 //<if(trace)>[self traceOut:[NSString stringWithFormat:@"<ruleName> %d\n", <ruleDescriptor.index>]];<endif>
    <if(trace)>NSLog(@"exit <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
            [input LA:1], self.line, self.charPositionInLine,
            (state.failed==YES) ? @"YES" : @"NO", state.backtracking);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  }
  return;
}
/* $ANTLR end "<ruleName>" */
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
- (void) mTokens
{
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> // block
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
 {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
```

```
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> //ruleblock
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // ruleBlockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // blockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description> // positiveClosureBlock
NSInteger cnt<decisionNumber> = 0;
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
     <alts:{a | <altSwitchCase(i, a)>}>
     default :
```

```
        if ( cnt<decisionNumber> >= 1 )
           goto loop<decisionNumber>;
        <ruleBacktrackFailure()>
        EarlyExitException *eee =
           [EarlyExitException newException:input decisionNumber:<decisionNumber>];
        <@earlyExitException()>
        @throw eee;
  }
  cnt<decisionNumber>++;
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 0 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
 <<
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
     <alts:{a | <altSwitchCase(i, a)>}>
     default :
        goto loop<decisionNumber>;
  }
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
```

```
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> : ;
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
// <fileName>:<description> // alt
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= << <@prematch()><\n><e.el><\n> >>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=(<labelType> *)<endif>[self match:input TokenType:<token>
Follow:FOLLOW_<token>_in_<ruleName><elementIndex>]; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> == nil) list_<label> = [[AMutableArray arrayWithCapacity:5] retain];
[list_<label> addObject:<elem>];<\n>
>>

/** match a character */
```

```
charRef(char,label) ::= <<
<if(label)>NSInteger <label> =
 [input LA:1];<\n><endif>
[self matchChar:<char>]; <checkRuleBacktrackFailure()><\n>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)><label> = [input LA:1];<\n><endif>
[self matchRangeFromChar:<a> to:<b>]; <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> = [input LA:1];<\n>
<else>
<label> = (<labelType> *)[input LT:1]; /* matchSet */<\n>
<endif><endif>
if (<s>) {
  [input consume];
  <postmatchCode>
<if(!LEXER)>
  [state setIsErrorRecovery:NO];
<endif>
  <if(backtracking)>state.failed = NO;<\n><endif>
} else {
  <ruleBacktrackFailure()>
  MismatchedSetException *mse = [MismatchedSetException newException:nil stream:input];
  <@mismatchedSetException()>
<if(LEXER)>
<if(label)>
  mse.c = <label>;
<endif>
  [self recover:mse];
  @throw mse;
<else>
  @throw mse;
  <! use following code to
 make it recover inline; remove throw mse;
  [self recoverFromMismatchedSet:input exception:mse follow:FOLLOW_set_in_<ruleName><elementIndex>]; !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet
```

```
matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
NSInteger <label>Start = input.index;
[self matchString:<string>]; <checkRuleBacktrackFailure()>
NSInteger StartLine<elementIndex> = self.line;
NSInteger <label>StartCharPos<elementIndex> = self.charPositionInLine;
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start Stop:input.index] retain];
[self setLine:<label>StartLine<elementIndex>];
[self setCharPositionInLine:<label>StartCharPos<elementIndex>];
<else>
[self matchString:<string>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)>
<label> = (<labelType> *)[input LT:1];<\n>
<endif>
[self matchAny:input]; <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
NSInteger <label> = [input LA:1];<\n>
<endif>
[self matchAny]; <checkRuleBacktrackFailure()><\n>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
```

```
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ruleRef */
[self pushFollow:FOLLOW_<rule.name>_in_<ruleName><elementIndex>];
<if(label)><label> = <endif>[self <if(scope)><scope:delegateName()>.<endif><rule.name><if(args)>:<first(args)>
 <rest(args):{ a | arg<i>:<rest(args)>}; separator=" "><endif>];<\n>
[self popFollow];
<checkRuleBacktrackFailure()><\n>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self m<rule.name><if(args)>:<args; separator=" :"><endif>]; <checkRuleBacktrackFailure()><\n>
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self <if(scope)><scope:delegateName()>.<endif>m<rule.name><if(args)>:<args; separator="
 :"><endif>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
```

```
NSInteger <label>Start<elementIndex> = input.index;
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<labelType> <label> = [[<labelType> newToken:input Type:TokenTypeEOF Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::=
 "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == DOWN ) {
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  @throw [FailedPredicateException newException:@"<ruleName>" predicate:@"<description>" stream:input];
}
>>

//
 F i x e d  D F A  (if-then-else)
```

```
dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = LA<decisionNumber>_<stateNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
>>

/**
 A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif><endif>
>>

/** An accept state indicates a unique alternative has been predicted */
```

```
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates
 for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
unichar charLA<decisionNumber> = [input LA:<k>];
switch (charLA<decisionNumber>) {
  <edges; separator="\n"><\n>
default: ;
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = charLA<decisionNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>])
 { // dfaOptionalBlockStateSwitch
  <edges; separator="\n"><\n>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) { // dfaLoopbackStateSwitch
  <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
```

```
  alt<decisionNumber> = <eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it | case <it>: ;}; separator="\n">
  {
  <targetState>
  }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = [dfa<decisionNumber> predict:input];
>>

/** Used in headerFile */
cyclicDFAInterface(dfa) ::= <<
#pragma mark Cyclic DFA interface start DFA<dfa.decisionNumber>
@interface DFA<dfa.decisionNumber> : DFA {
}
+ (DFA<dfa.decisionNumber>
 *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)theRecognizer;
- initWithRecognizer:(BaseRecognizer *)recognizer;
@end /* end of DFA<dfa.decisionNumber> interface  */<\n>
#pragma mark Cyclic DFA interface end DFA<dfa.decisionNumber><\n>
>>

/** Used in lexer/parser implementation files */
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
#pragma mark Cyclic DFA implementation start DFA<dfa.decisionNumber>
```

```
@implementation DFA<dfa.decisionNumber>
const static NSInteger dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
  {<dfa.eot; wrap="\n     ", separator=",", null="-1">};
const
 static NSInteger dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
  {<dfa.eof; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
  {<dfa.min; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
  {<dfa.max; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
  {<dfa.accept; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {<dfa.special; wrap="\n     ", separator=",", null="-1">};

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     nil

<dfa.edgeTransitionClassMap.keys:{ table |
const static NSInteger dfa<dfa.decisionNumber>_T<i0>[] =
{
   <table; separator=", ", wrap="\n ", null="-1">
\};
}; null="">

const static NSInteger *dfa<dfa.decisionNumber>_transition[]
 =
{
  <dfa.transitionEdgeTables:{whichTable|dfa<dfa.decisionNumber>_T<whichTable>}; separator=", ", wrap="\n",
null="nil">
};

+ (DFA<dfa.decisionNumber> *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)aRecognizer
{
  return [[[DFA<dfa.decisionNumber> alloc] initWithRecognizer:aRecognizer] retain];
}

- (id) initWithRecognizer:(BaseRecognizer *) theRecognizer
{
  self = [super initWithRecognizer:theRecognizer];
  if ( self != nil ) {
      decisionNumber = <dfa.decisionNumber>;
      eot = dfa<dfa.decisionNumber>_eot;
      eof = dfa<dfa.decisionNumber>_eof;
      min = dfa<dfa.decisionNumber>_min;
      max = dfa<dfa.decisionNumber>_max;
      accept = dfa<dfa.decisionNumber>_accept;
      special = dfa<dfa.decisionNumber>_special;
```

```
    transition = dfa<dfa.decisionNumber>_transition;
  }
  return self;
}

<if(dfa.specialStateSTs)>
/* start dfa.specialStateSTs */
- (NSInteger) specialStateTransition:(NSInteger)s
 Stream:(id\<IntStream\>)anInput
{
<if(LEXER)>
  id\<IntStream\> input = anInput;<\n>
<endif>
<if(PARSER)>
  id\<TokenStream\> input = (id\<TokenStream\>)anInput;<\n>
<endif>
<if(TREE_PARSER)>
  id\<TreeNodeStream\> input = (id\<TreeNodeStream\>)anInput;<\n>
<endif>
  switch (s) {
    <dfa.specialStateSTs:{state |
    case <i0> : ;<! compressed special state numbers 0..n-1 !>
      <state>}; separator="\n">
  }
<if(backtracking)>
  if ( [recognizer getBacktrackingLevel] > 0 ) { [recognizer setFailed:YES]; return -1; }<\n>
<endif>
  NoViableAltException *nvae = [NoViableAltException newException:<dfa.decisionNumber> state:s
stream:recognizer.input];
  // nvae.c = s;
  /* [self error:nvae]; */ <! for debugger - do later !>
  @throw nvae;
}<\n>
/* end dfa.specialStateSTs */
<endif>

- (void) dealloc
{
  //free(transition);
  [super dealloc];
}

- (NSString *) description
{
  return @"<dfa.description>";
}

<@errorMethod()>
```

```
@end /* end DFA<dfa.decisionNumber>
 implementation */<\n>
#pragma mark Cyclic DFA implementation end DFA<dfa.decisionNumber>
<\n>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
/* cyclicDFAState */
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:1];<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
NSInteger index<decisionNumber>_<stateNumber> = input.index;
[input rewind];<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
[input seek:index<decisionNumber>_<stateNumber>];<\n>
<endif>
if ( s >= 0 )
  return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
/* cyclicDFAEdge */
if (<labelExpr><if(predicates)> && (<predicates>)<endif>)
 { s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n> /* eotDFAEdge */
>>

// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"
```

```
notPredicate(pred) ::= "!(<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

/*
* evalSynPredicate(pred,description) ::= "<pred>()"
*
* synpreds are broken in cyclic DFA special states
*  Damn! For now, work around with using the selectors directly, and by providing a trampoline evalSynPred method in
*  DFA
*/
/* evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:<pred>Selector stream:input]" */
evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:@selector(<pred>_fragment)]"
/* evalSynPredicate(pred,description)
 ::= "[recognizer <pred>]" */

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "[input LA:<k>] == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(([input LA:<k>] >= <lower>) && ([input LA:<k>] \<= <upper>))"

setTest(ranges) ::= <%
<ranges; separator="||">
%>

// A T T R I B U T E S

memVars(scope) ::= <% <scope.attributes:{a|<a.type> <a.name>;<\n>}; separator="\n"> %>

properties(scope) ::= <%
<scope.attributes:{a|@property (assign, getter=get<a.name>, setter=set<a.name>:) <a.type> <a.name>;<\n>}; separator="\n">
%>

methodsDecl(scope) ::= <%
<scope.attributes:{a|-
 (<a.type>)get<a.name>;<\n>- (void)set<a.name>:(<a.type>)aVal;<\n>}; separator="\n">
%>
```

```
synthesize(scope) ::= <% <scope.attributes:{a|@synthesize <a.name>;}; separator="\n"> %>

methods(scope) ::= <%
<scope.attributes:{a|
- (<a.type>)get<a.name> { return( <a.name> ); \}<\n>
- (void)set<a.name>:(<a.type>)aVal { <a.name> = aVal; \}<\n>}; separator="\n">
%>

globalAttributeScopeInterface(scope) ::= <%
/* globalAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
<if(scope.attributes)>
<memVars(scope)>
<endif>
}<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface properties */<\n>
<properties(scope)>
/* end globalAttributeScopeInterface properties */<\n>
<endif>

+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface methodsDecl */<\n>
<methodsDecl(scope)>
/* End of globalAttributeScopeInterface methodsDecl */<\n>
<endif>
@end /* end of <scope.name>_Scope interface
 */<\n>
%>

globalAttributeScopeMemVar(scope) ::= <%
/* globalAttributeScopeMemVar */<\n>
SymbolStack *<scope.name>_stack;<\n>
<scope.name>_Scope *<scope.name>_scope;<\n>
%>

globalAttributeScopeImplementation(scope) ::= <%
@implementation <scope.name>_Scope  /* globalAttributeScopeImplementation */<\n>
<if(scope.attributes)>
/* start of synthesize -- OBJC-Line 1750 */<\n>
<synthesize(scope)><\n>
<endif>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
```

```
  return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions */<\n>
<endif>
@end /* end of <scope.name>_Scope implementation */<\n><\n>
%>

globalAttributeScopeInit(scope) ::= <<
/* globalAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack
 newSymbolStackWithLen:30];<\n>
>>

globalAttributeScopeDealloc(scope) ::= <% [<scope.name>_stack release];<\n> %>

globalAttributeScope(scope) ::= <%
<if(scope.name)>
static <scope.name>_stack;<\n>
<endif>
%>

ruleAttributeScopeMemVar(scope) ::= <%
/* ObjC ruleAttributeScopeMemVar */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope; /* ObjC ruleAttributeScopeMemVar */<\n>
<endif>
%>

ruleAttributeScopeInterface(scope) ::= <%
<if(scope.attributes)>
/* start of ruleAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
  <memVars(scope)><\n>
}<\n>
<\n>
/* start property declarations */<\n>
<properties(scope)><\n>
```

```
/* start method declarations */<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<methodsDecl(scope)><\n>
@end /* end of ruleAttributeScopeInterface */<\n><\n>
<endif>
%>

ruleAttributeScopeImplementation(scope) ::= <%
<if(scope.attributes)>
@implementation <scope.name>_Scope  /* start of ruleAttributeScopeImplementation
 */<\n>
<synthesize(scope)><\n>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
  return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
/* start of <scope.name>_Scope get and set functions */<\n>
<methods(scope)><\n>
/* End of <scope.name>_Scope get and set functions */<\n>
@end /* end of ruleAttributeScopeImplementation */<\n><\n>
<endif>
%>

ruleAttributeScopeInit(scope) ::= <%
/* ruleAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack newSymbolStackWithLen:30];<\n>
%>

ruleAttributeScopeDealloc(scope) ::= <% [<scope.name>_Scope release];<\n> %>

ruleAttributeScope(scope) ::= <%
<if(scope.attributes)>
/* ruleAttributeScope */<\n>
static SymbolStack *<scope.name>_stack;<\n>
static <scope.name>_Scope *<scope.name>_scope;
<endif>
%>
```

```
ruleAttributeScopeDecl(scope) ::= <%
/* ruleAttributeScopeDecl
 */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope;<\n>
<endif>
%>

returnStructName(r) ::= "<className()>_<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()> *
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
void
<endif>
%>

/** Generate the Objective-C type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<className()>_<referencedRule.name>_return *<else>
<if(referencedRule.hasSingleReturnValue)><referencedRule.singleValueReturnType><else>
void<endif>
<endif>
%>

delegateName(d) ::= <% <if(d.label)><d.label><else>g<d.name><endif> %>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
```

```
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScopeInterface(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
/* returnScopeInterface <ruleDescriptor:returnStructName()> */
@interface <ruleDescriptor:returnStructName()> :
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope { /* returnScopeInterface line 1838 */
<@memVars()> /* ObjC start of memVars() */<\n>
<if(scope.attributes)>
<memVars(scope)><\n>
<endif>
}
/* start property declarations */
<@properties()><\n>
<if(scope.attributes)>
<properties(scope)><\n>
<endif>
/* start of method declarations */<\n>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()>;
/*
 this is start of set and get methods */
<@methodsDecl()>  /* methodsDecl */<\n>
<if(scope.attributes)>
/* start of iterated get and set functions */<\n>
<methodsDecl(scope)><\n>
<endif>
@end /* end of returnScopeInterface interface */<\n>
<endif>
>>

returnScopeImplementation(scope) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
@implementation <ruleDescriptor:returnStructName()> /* returnScopeImplementation */<\n>
<@synthesize()> /* start of synthesize -- OBJC-Line 1837 */<\n>
<if(scope.attributes)>
  <synthesize(scope)><\n>
<endif>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()><\n>
{<\n>
  return [[[<ruleDescriptor:returnStructName()> alloc] init] retain];<\n>
}<\n>
<\n>
- (id) init<\n>
```

```
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<@methods()><\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions
 */<\n>
<endif>
<actions.(actionScope).ruleReturnMethods>
<@ruleReturnMembers()><\n>
@end /* end of returnScope implementation */<\n><\n>
<endif>
%>

parameterScope(scope) ::= <<
<! <scope.attributes:{it | :(<it.type>)<it.name>}; separator=" "> !>
<first(scope.attributes):{ a | :(<a.type>)<a.name>}> <rest(scope.attributes):{ a | arg<i>:(<a.type>)<a.name> };
separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
([((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack size]-<negIndex>-1)]).<attr.name>
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name>
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
/* scopeSetAttributeRef */
<if(negIndex)>
((<scope>_Scope
 *)[<scope>_stack objectAtIndex:([<scope>_stack size]-<negIndex>-1)]).<attr.name> = <expr>;
<else>
```

```
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
%>

scopeAttributeRefStack() ::= <<
/* scopeAttributeRefStack */
<if(negIndex)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack count]-<negIndex>-1]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return
 value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=nil?<scope>.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>  /* added to returnAttributeRef */<\n>
<else>
<attr.name><\n>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>; /* added to returnSetAttributeRef */<\n>
```

```
<else>
<attr.name> = <expr>;<\n>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


/* not sure the next are the right approach; and they are evaluated early; */
/* they cannot see TREE_PARSER or PARSER attributes for example. :( */

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
tokenLabelPropertyRef_type(scope,attr)
 ::= "(<scope>!=nil?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=nil?[<scope>.text integerValue]:0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.start):nil)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.stopToken):nil)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=nil?((<ASTLabelType> *)<scope>.tree):nil)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=nil?[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor] getTokenStartIndex:[<scope>
getStart]]

   ToEnd:[[input getTreeAdaptor] getTokenStopIndex:[<scope> getStart]]]:0)
<else>
(<scope>!=nil?([input toStringFromToken:[<scope> getStart] ToToken:[<scope> getStop]]:0)
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=nil?[<scope> st]:nil)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>!=nil?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
```

```
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
lexerRuleLabelPropertyRef_int(scope,attr) ::="(<scope>!=nil?[<scope>.text integerValue]:0)"

// Somebody may ref $template or $tree or $stop within
 a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType> *)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType> *)retval.stopToken)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType> *)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor]
getTokenStartIndex:retval.start.token.startIndex]
                        ToEnd:[[input getTreeAdaptor] getTokenStopIndex:retval.start.token.stopIndex]]
<else>
[input toStringFromToken:retval.start ToToken:[input LT:-1]]
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

/* hideous: find a way to cut down on the number of templates to support read/write access */
/* TODO: also, which ones are valid to write to? ask Ter */
lexerRuleSetPropertyRef_text(scope,attr,expr) ::= "state.text = <expr>;"
lexerRuleSetPropertyRef_type(scope,attr,expr) ::= "_type"
lexerRuleSetPropertyRef_line(scope,attr,expr) ::= "state.tokenStartLine"
lexerRuleSetPropertyRef_pos(scope,attr,expr)
 ::= "state.tokenStartCharPositionInLine"
lexerRuleSetPropertyRef_index(scope,attr,expr) ::= "-1" /* undefined token index in lexer */
lexerRuleSetPropertyRef_channel(scope,attr,expr) ::= "state.channel=<expr>;"
lexerRuleSetPropertyRef_start(scope,attr,expr) ::= "state.tokenStartCharIndex"
lexerRuleSetPropertyRef_stop(scope,attr,expr) ::= "(input.index-1)"


lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "state.type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(input.index-1)"
lexerRulePropertyRef_int(scope,attr) ::= "[<scope>.text integerValue]"

//
 setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.start =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;" /* "<\n>#error StringTemplates are
unsupported<\n>" */
```

```
/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
static ANTLRBitSet *<name>;
static const unsigned long long <name>_data[] = { <words64:{it | <it>LL};separator=", ">};<\n>
>>

bitsetInit(name, words64) ::= <<
<name> = [[ANTLRBitSet newBitSetWithBits:(const unsigned long long *)<name>_data
Count:(NSUInteger)<length(words64)>] retain];<\n>
>>

codeFileExtension() ::= ".m"

true_value() ::= "YES"
false_value() ::= "NO"
```

Found in path(s):
*
/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ObjC.stg
No license file was found, but licenses were detected in source scan.

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

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
	"True":"true",
	"False":"false",
	"true":"true",
	"false":"false",
	default:"false"
]

/** The overall file structure
 of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
	docComment, recognizer,
	name, tokens, tokenNames, rules, cyclicDFAs,
	bitsets, buildTemplate, buildAST, rewriteMode, profile,
	backtracking, synpreds, memoize, numRules,
	fileName, ANTLRVersion, generatedTimestamp, trace,
	scopes, superClass, literals) ::=
<<
$ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

```
<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
from antlr3.compat import set, frozenset
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
    from antlr3.main import LexerMain
  main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
  from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)
```

```
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

  grammarFileName = "<fileName>"
  api_version = <apiVersion()>

   def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input=None, state=None):
      if state is None:
         state = RecognizerSharedState()
      super(<grammar.recognizerName>, self).__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
      <last(grammar.delegators):
    {g|self.gParent = <g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>};
 separator="\n">

      <actions.lexer.init>


  <actions.lexer.members>


<if(filterMode)>
  <filteringNextToken()>
<endif>
```

```
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
  while True:
    if self.input.LA(1) == EOF:
      return self.makeEOFToken()

    self._state.token = None
    self._state.channel = DEFAULT_CHANNEL
    self._state.tokenStartCharIndex = self.input.index()
    self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
    self._state.tokenStartLine
 = self.input.line
    self._state._text = None
    try:
      m = self.input.mark()
      try:
        # means we won't throw slow exception
        self._state.backtracking = 1
        try:
          self.mTokens()
        finally:
          self._state.backtracking = 0

      except BacktrackingFailed:
        # mTokens backtracks with synpred at backtracking==2
        # and we set the synpredgate to allow actions at level 1.
        self.input.rewind(m)
        self.input.consume() # advance one char and try again

      else:
        self.emit()
        return self._state.token
```

```
        except RecognitionException, re:
            # shouldn't happen in backtracking mode, but...
            self.reportError(re)
            self.recover(re)


def memoize(self, input, ruleIndex, ruleStartIndex, success):
    if self._state.backtracking > 1:
        #
 is Lexer always superclass?
        super(<grammar.recognizerName>, self).memoize(input, ruleIndex, ruleStartIndex, success)


def alreadyParsedRule(self, input, ruleIndex):
    if self._state.backtracking > 1:
        return super(<grammar.recognizerName>, self).alreadyParsedRule(input, ruleIndex)
    return False


>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass, labelType, members,
        rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
<if(grammar.grammarIsRoot)>
# token names
tokenNames = [
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
    <tokenNames; wrap, separator=", ">
]<\n>
<else>
from <grammar.composite.rootGrammar.recognizerName> import tokenNames<\n>
<endif>
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<grammar.directDelegates:
 {g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    grammarFileName = "<fileName>"
```

```
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
      if state is None:
          state = RecognizerSharedState()

      <@args()>
      super(<grammar.recognizerName>, self).__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

      <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
 <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

      <init>

      <grammar.delegators:
        {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <last(grammar.delegators):
     {g|self.gParent = self.<g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

 <@init><@end>


  <@members><@end>

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
     appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">
```

```
  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump
 tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{it |
<it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)



>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser", labelType="Token",
    members={<actions.parser.members>},
    init={<actions.parser.init>}
    ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TokenStream", superClass,
          labelType, members, "Token",
          false, init, ASTLabelType)>
>>

/** How to generate a tree
 parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
   init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TreeNodeStream", superClass,
          labelType, members, "Node",
          filterMode, init, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
```

```
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates
 cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try:
     <block>

  finally:
     self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"


>>

synpred(name) ::= <<
def <name>(self):
  self._state.backtracking += 1
  <@start()>
  start = self.input.mark()
  try:
     self.<name>_fragment()
  except BacktrackingFailed:
     success = False
  else:
     success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success


>>

lexerSynpred(name) ::= <<
<synpred(name)>
```

```
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking
 > 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
   <@preamble()>
  <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
```

```
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except RecognitionException, re:
    self.reportError(re)
    self.recover(self.input, re)
    <@setErrorReturnValue()>

<endif>
<else>
  finally:
    pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action)
```

```
 ::= <<
except <e.decl>:
   <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
 ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | <it.label.text> = None}; separator="\n"
```

```
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = self.input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
   self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
   self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
```

```
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      _type = <ruleName>
      _channel = DEFAULT_CHANNEL

      <ruleMemoization(name=ruleName)>
       <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      self._state.type = _type
      self._state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
      success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
      self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
 <ruleScopeCleanUp()>
      <memoize()>
      pass

# $ANTLR end "<ruleName>"


>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
```

```
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>

blockBody()
 ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
```

```
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     if cnt<decisionNumber> >= 1:
        break #loop<decisionNumber>

     <ruleBacktrackFailure()>
     eee = EarlyExitException(<decisionNumber>, self.input)
     <@earlyExitException()>
     raise eee

  cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
```

```
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop()
 ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,
 treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>
```

```
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label>
 = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>
```

```
/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label,
 label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
```

```
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny(self.input)
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label,
 elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
```

```
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access
 full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex>
 = self.getCharIndex()
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(EOF)
```

```
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                    ::= "<recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)  ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if
 self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
   <ruleBacktrackFailure()>
   raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
   alt<decisionNumber> = <eotPredictsAlt>
<else>
```

```
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>

 <@noViableAltException()>
  raise nvae<\n>
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
```

```
  <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where I miss a switch statement
 in Python.
 ATM this is implemented as a list of if .. elif ..
 This may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if <labels:{it | LA<decisionNumber>
 == <it>}; separator=" or ">:
  <targetState>
```

```
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  u"<dfa.javaCompressedEOT; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_eof
 = DFA.unpack(
  u"<dfa.javaCompressedEOF; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  u"<dfa.javaCompressedMin; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  u"<dfa.javaCompressedMax; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  u"<dfa.javaCompressedAccept; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
  u"<dfa.javaCompressedSpecial; wrap="\"\n    u\"">"
  )
```

```
DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack(u"<s; wrap="\"\nu\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
      # convince pylint that my self_ magic is ok ;)
      # pylint: disable-msg=E0213

      # pretend we are a member of the recognizer
      # thus semantic predicates
 can be evaluated
      self = self_.recognizer

      _s = s

      <dfa.specialStateSTs:{state | if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
      if self._state.backtracking > 0:
         raise BacktrackingFailed

<endif>
      nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
      self_.error(nvae)
      raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
```

```
  transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch
 on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
  s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
  s = <targetStateNumber><\n>
>>


// D
 F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"
```

```
evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class
 <scope.name>_scope(object):
   def __init__(self):
       <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
   def __init__(self):
```

```
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave
 a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
    super(<grammar.recognizerName>.<ruleDescriptor:returnStructName()>, self).__init__()

    <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
    <@ruleReturnInit()>


  <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>
```

```
parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/* not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack)
 - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
```

```
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr)
 ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
```

```
ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)] or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as
 it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr)
 ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
```

```
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"


/**
 How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<else>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"


// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/Python.stg
No license file was found, but licenses were detected in source scan.

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*/

```
/** How to generate rules derived from left-recursive rules.
*  These rely on recRuleDefArg(), recRuleAltPredicate(),
*  recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
*  templates in main language.stg
*/
group LeftRecursiveRules;

recRuleName(ruleName) ::= "<ruleName>_"
recPrimaryName(ruleName) ::= "<ruleName>_primary"

recRuleStart(ruleName, minPrec, userRetvals, userRetvalAssignments) ::= <<
<ruleName><if(userRetvals)> returns [<userRetvals>]<endif>
 : <recRuleName(...)>[<minPrec>]
   <if(userRetvals)>
  {
     <userRetvalAssignments; separator="\n">
  }
  <endif>
 ;
>>

recRule(ruleName, precArgDef, argName, alts, setResultAction, buildAST,
      userRetvals, userRetvalAssignments) ::= <<
<recRuleName(...)>[<precArgDef>]<if(userRetvals)> returns [<userRetvals>]<endif>
  :   <recPrimaryName(...)>
      <if(buildAST)>
      {
```

```
        <setResultAction>
      }
      <endif>
      <if(userRetvals)>
      {
        <userRetvalAssignments; separator="\n">
      }
      <endif>
      ( options {backtrack=false;}
      : ( options {backtrack=false;}
        : <alts; separator="\n          | ">
        )
      )*
  ;
>>

recPrimaryRule(ruleName, alts, userRetvals) ::= <<
<recPrimaryName(...)><if(userRetvals)> returns [<userRetvals>]<endif>
options {backtrack=true;}
  : <alts; separator="\n    | ">
  ;
>>

recRuleAlt(alt, pred) ::= "{<pred>}?=> <alt>"

recRuleRef(ruleName, arg) ::= "<recRuleName(...)>[<arg>]"
```

Found
in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/LeftRecursiveRules.stg
No license file was found, but licenses were detected in source scan.

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*/

/*
* This code generating template and the associated C runtime was produced by:
* Jim Idle jimi|hereisanat|idle|dotgoeshere|ws.
* If it causes the destruction of the Universe, it will be pretty cool so long as
* I am in a different one at the time.
*/
cTypeInitMap ::= [
 "int"   : "0",   // Integers   start out being 0
 "long"   : "0",   // Longs   start out
 being 0
 "float"   : "0.0",   // Floats   start out being 0
 "double"   : "0.0",   // Doubles   start out being 0
 "ANTLR3_BOOLEAN"   : "ANTLR3_FALSE",   // Booleans   start out being Antlr C for false
 "byte"   : "0",   // Bytes   start out being 0
 "short"   : "0",   // Shorts   start out being 0
 "char"   : "0"   // Chars   start out being 0
]

leadIn(type) ::=
<<
/** \file
* This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*   - From the grammar source file : <fileName>
*   -   On : <generatedTimestamp>
<if(LEXER)>
*   -   for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*   -   for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>

```
*     -         for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* C language generator and runtime by Jim Idle, jimi|hereisanat|idle|dotgoeshere|ws.
 *
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C source")>
*/
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// http://www.temporal-wave.com
```

```
// http://www.linkedin.com/in/jimidle
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<if(actions.(actionScope).header)>

/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include    "<name>.h"
<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>
```

```
<if(literals)>
/** String
 literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endif>



/* MACROS that hide the C interface implementations from the
* generated code, which makes it a little more understandable to the human eye.
* I am very much against using C pre-processor macros for function calls and bits
* of code as you cannot see what is happening when single stepping in debuggers
* and so on. The exception (in my book at least) is for generated code, where you are
* not maintaining it, but may wish to read and understand it. If you single step it, you know that input()
* hides some indirect calls, but is always referring to the input
 stream. This is
* probably more readable than ctx->input->istream->input(snarfle0->blarg) and allows me to rejig
* the runtime interfaces without changing the generated code too often, without
* confusing the reader of the generated output, who may not wish to know the gory
* details of the interface inheritance.
*/

#define  CTX ctx

/* Aids in accessing scopes for grammar programmers
*/
#undef SCOPE_TYPE
#undef SCOPE_STACK
#undef SCOPE_TOP
#define SCOPE_TYPE(scope)   p<name>_##scope##_SCOPE
#define SCOPE_STACK(scope)  p<name>_##scope##Stack
#define SCOPE_TOP(scope)    ctx->p<name>_##scope##Top
#define SCOPE_SIZE(scope)  ctx->p<name>_##scope##Stack_limit
#define SCOPE_INSTANCE(scope, i) (ctx->SCOPE_STACK(scope)->get(ctx->SCOPE_STACK(scope),i))

<if(LEXER)>

/* Macros for accessing things in a lexer
*/
#undef     LEXER
#undef     RECOGNIZER
```

```
#undef    RULEMEMO
#undef    GETCHARINDEX
#undef    GETLINE
#undef    GETCHARPOSITIONINLINE
#undef    EMIT
#undef    EMITNEW
#undef
  MATCHC
#undef    MATCHS
#undef    MATCHRANGE
#undef    LTOKEN
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    INPUT
#undef    STRSTREAM
#undef    LA
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    LRECOVER
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    BACKTRACKING
#undef  MATCHANY
#undef  MEMOIZE
#undef  HAVEPARSEDRULE
#undef  GETTEXT
#undef  INDEX
#undef  SEEK
#undef  PUSHSTREAM
#undef  POPSTREAM
#undef  SETTEXT
#undef  SETTEXT8

#define    LEXER    ctx->pLexer
#define    RECOGNIZER      LEXER->rec
#define  LEXSTATE    RECOGNIZER->state
#define  TOKSOURCE    LEXSTATE->tokSource
#define    GETCHARINDEX()   LEXER->getCharIndex(LEXER)
#define    GETLINE()    LEXER->getLine(LEXER)
#define    GETTEXT()    LEXER->getText(LEXER)
#define    GETCHARPOSITIONINLINE() LEXER->getCharPositionInLine(LEXER)
#define    EMIT()    LEXSTATE->type = _type; LEXER->emit(LEXER)
#define    EMITNEW(t)    LEXER->emitNew(LEXER,
 t)
#define    MATCHC(c)    LEXER->matchc(LEXER, c)
```

```
#define    MATCHS(s)    LEXER->matchs(LEXER, s)
#define    MATCHRANGE(c1,c2)    LEXER->matchRange(LEXER, c1, c2)
#define    MATCHANY()    LEXER->matchAny(LEXER)
#define    LTOKEN      LEXSTATE->token
#define    HASFAILED()    (LEXSTATE->failed == ANTLR3_TRUE)
#define    BACKTRACKING   LEXSTATE->backtracking
#define    FAILEDFLAG    LEXSTATE->failed
#define    INPUT     LEXER->input
#define    STRSTREAM    INPUT
#define  ISTREAM     INPUT->istream
#define  INDEX()     ISTREAM->index(ISTREAM)
#define  SEEK(n)     ISTREAM->seek(ISTREAM, n)
#define    EOF_TOKEN    &(LEXSTATE->tokSource->eofToken)
#define    HASEXCEPTION()   (LEXSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION    LEXSTATE->exception
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    LRECOVER()    LEXER->recover(LEXER)
#define    MARK()     ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define
   REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define  MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define  HAVEPARSEDRULE(r)  RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define  PUSHSTREAM(str)   LEXER->pushCharStream(LEXER, str)
#define  POPSTREAM()    LEXER->popCharStream(LEXER)
#define  SETTEXT(str)   LEXSTATE->text = str
#define  SKIP()     LEXSTATE->token = &(TOKSOURCE->skipToken)
#define  USER1     LEXSTATE->user1
#define  USER2     LEXSTATE->user2
#define  USER3     LEXSTATE->user3
#define  CUSTOM     LEXSTATE->custom
#define  RULEMEMO    LEXSTATE->ruleMemo
#define  DBG      RECOGNIZER->debugger

/* If we have been told we can rely on the standard 8 bit or UTF16 input
* stream, then we can define our macros to use the direct pointers
* in the input object, which is much faster than indirect calls. This
* is really only significant to lexers with a lot of fragment rules (which
* do not place LA(1) in a temporary at the moment) and even then
* only if there is
 a lot of input (order of say 1M or so).
*/
#if defined(ANTLR3_INLINE_INPUT_8BIT) || defined(ANTLR3_INLINE_INPUT_UTF16)

# ifdef ANTLR3_INLINE_INPUT_8BIT

/* 8 bit character set */
```

```
#  define    NEXTCHAR ((pANTLR3_UINT8)(INPUT->nextChar))
#  define    DATAP ((pANTLR3_UINT8)(INPUT->data))

# else

#  define    NEXTCHAR ((pANTLR3_UINT16)(INPUT->nextChar))
#  define    DATAP ((pANTLR3_UINT16)(INPUT->data))

# endif

# define    LA(n) ((NEXTCHAR + n) > (DATAP + INPUT->sizeBuf) ? ANTLR3_CHARSTREAM_EOF :
(ANTLR3_UCHAR)(*(NEXTCHAR + n - 1)))
# define          CONSUME()                                   \\
{                                                             \\
  if       (NEXTCHAR \< (DATAP + INPUT->sizeBuf))             \\
  {                                                           \\
     INPUT->charPositionInLine++;                             \\
     if  ((ANTLR3_UCHAR)(*NEXTCHAR) == INPUT->newlineChar)    \\
      {                                                       \\
        INPUT->line++;                                        \\
        INPUT->charPositionInLine       = 0;                  \\
        INPUT->currentLine              = (void *)(NEXTCHAR + 1); \\
     }                                                        \\
     INPUT->nextChar = (void *)(NEXTCHAR + 1);                \\
  }                                                           \\
}

#else

// Pick up the input character by calling the input stream implementation.
//
#define    CONSUME()   INPUT->istream->consume(INPUT->istream)
#define    LA(n)       INPUT->istream->_LA(INPUT->istream, n)

#endif
<endif>

<if(PARSER)>
/* Macros for accessing things in the parser
*/

#undef    PARSER
#undef    RECOGNIZER
#undef    HAVEPARSEDRULE
#undef  MEMOIZE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
```

```
#undef    EXCEPTION
#undef    MATCHT
#undef
   MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef  INDEX
#undef     ADAPTOR
#undef  SEEK
#undef    RULEMEMO
#undef  DBG

#define    PARSER    ctx->pParser
#define    RECOGNIZER    PARSER->rec
#define    PSRSTATE    RECOGNIZER->state
#define    HAVEPARSEDRULE(r)   RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define    MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define    INPUT    PARSER->tstream
#define    STRSTREAM    INPUT
#define    ISTREAM    INPUT->istream
#define    INDEX()    ISTREAM->index(INPUT->istream)
#define    HASEXCEPTION()   (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION    PSRSTATE->exception
#define
   MATCHT(t, fs)   RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()    RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK    PSRSTATE->following
#ifdef  SKIP_FOLLOW_SETS
#define    FOLLOWPUSH(x)
#define    FOLLOWPOP()
#else
#define    FOLLOWPUSH(x)   FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
#define    FOLLOWPOP()    FOLLOWSTACK->pop(FOLLOWSTACK)
```

```
#endif
#define    PRECOVER()    RECOGNIZER->recover(RECOGNIZER)
#define    PREPORTERROR()   RECOGNIZER->reportError(RECOGNIZER)
#define    LA(n)    INPUT->istream->_LA(ISTREAM, n)
#define    LT(n)    INPUT->_LT(INPUT, n)
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    CONSUME()    ISTREAM->consume(ISTREAM)
#define    MARK()    ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define    SEEK(n)    ISTREAM->seek(ISTREAM, n)
#define    PERRORRECOVERY   PSRSTATE->errorRecovery
#define
   FAILEDFLAG    PSRSTATE->failed
#define    HASFAILED()    (FAILEDFLAG == ANTLR3_TRUE)
#define    BACKTRACKING   PSRSTATE->backtracking
#define    RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define    RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define    ADAPTOR                    ctx->adaptor
#define  RULEMEMO     PSRSTATE->ruleMemo
#define  DBG       RECOGNIZER->debugger

<endif>

<if(TREE_PARSER)>
/* Macros for accessing things in the parser
*/

#undef    PARSER
#undef    RECOGNIZER
#undef    HAVEPARSEDRULE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    MATCHT
#undef    MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
```

```
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef
   HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef    BACKTRACKING
#undef     ADAPTOR
#undef    RULEMEMO
#undef  SEEK
#undef  INDEX
#undef  DBG

#define    PARSER      ctx->pTreeParser
#define    RECOGNIZER      PARSER->rec
#define  PSRSTATE      RECOGNIZER->state
#define    HAVEPARSEDRULE(r)    RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define    INPUT       PARSER->ctnstream
#define  ISTREAM       INPUT->tnstream->istream
#define    STRSTREAM      INPUT->tnstream
#define    HASEXCEPTION()     (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION      PSRSTATE->exception
#define    MATCHT(t, fs)     RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()      RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK         PSRSTATE->following
#define    FOLLOWPUSH(x)     FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
#define    FOLLOWPOP()      FOLLOWSTACK->pop(FOLLOWSTACK)
#define
   PRECOVER()      RECOGNIZER->recover(RECOGNIZER)
#define    PREPORTERROR()     RECOGNIZER->reportError(RECOGNIZER)
#define    LA(n)       ISTREAM->_LA(ISTREAM, n)
#define    LT(n)       INPUT->tnstream->_LT(INPUT->tnstream, n)
#define    CONSTRUCTEX()     RECOGNIZER->exConstruct(RECOGNIZER)
#define    CONSUME()      ISTREAM->consume(ISTREAM)
#define    MARK()       ISTREAM->mark(ISTREAM)
#define    REWIND(m)      ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()     ISTREAM->rewindLast(ISTREAM)
#define    PERRORRECOVERY     PSRSTATE->errorRecovery
#define    FAILEDFLAG      PSRSTATE->failed
#define    HASFAILED()      (FAILEDFLAG == ANTLR3_TRUE)
#define    BACKTRACKING     PSRSTATE->backtracking
#define    RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define    RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
```

```
#define    ADAPTOR                  INPUT->adaptor
#define  RULEMEMO     PSRSTATE->ruleMemo
#define  SEEK(n)      ISTREAM->seek(ISTREAM,
 n)
#define  INDEX()      ISTREAM->index(ISTREAM)
#define  DBG       RECOGNIZER->debugger


<endif>

#define  TOKTEXT(tok, txt)    tok, (pANTLR3_UINT8)txt

/* The 4 tokens defined below may well clash with your own #defines or token types. If so
* then for the present you must use different names for your defines as these are hard coded
* in the code generator. It would be better not to use such names internally, and maybe
* we can change this in a forthcoming release. I deliberately do not #undef these
* here as this will at least give you a redefined error somewhere if they clash.
*/
#define    UP     ANTLR3_TOKEN_UP
#define    DOWN    ANTLR3_TOKEN_DOWN
#define    EOR     ANTLR3_TOKEN_EOR
#define    INVALID ANTLR3_TOKEN_INVALID


/* ============================================================================
* Functions to create and destroy scopes. First come the rule scopes, followed
* by the global
 declared scopes.
*/

<rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncDecl(scope=r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncs(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<recognizer.scopes:{it | <if(it.isDynamicGlobalScope)>
<globalAttributeScopeFuncDecl(it)>
<globalAttributeScopeFuncs(it)>
<endif>}>

/* ============================================================================ */

/* ============================================================================
* Start of recognizer
*/

<recognizer>
```

```
/* End of code
* ============================================================================
*/

>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,

    buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
  superClass,
        literals
      ) ::=
<<
<leadIn("C header")>
<if(PARSER)>
* The parser <mainName()>
<endif>
<if(LEXER)>
* The lexer <mainName()>
<endif>
<if(TREE_PARSER)>
* The tree parser <mainName()>
<endif>
```

has the callable functions (rules) shown below,
* which will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors
 and so on.
*
* The parser entry points are called indirectly (by function pointer to function) via
* a parser context typedef p<name>, which is returned from a call to <name>New().
*
<if(LEXER)>
* As this is a generated lexer, it is unlikely you will call it 'manually'. However
* the methods are provided anyway.
*
<endif>
* The methods in p<name> are as follows:
*
* <rules:{r | <if(!r.ruleDescriptor.isSynPred)> - <headerReturnType(ruleDescriptor=r.ruleDescriptor,...)>
p<name>-><r.ruleDescriptor.name>(p<name>)<endif>}; separator="\n * ">
*
* The return type for any particular rule is of course determined by the source
* grammar file.
*/
// [The "BSD license"]
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// http://www.temporal-wave.com
// http://www.linkedin.com/in/jimidle
//
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```
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// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
// THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr3 C runtime definitions
*/
#include    \<antlr3.h>

/* End of standard antlr 3 runtime definitions
* ============================================================================
*/
<actions.(actionScope).includes>

#ifdef __cplusplus
extern "C" {
#endif

// Forward declare the context typedef so that we can use it before it is
// properly defined. Delegators and delegates (from import statements) are
// interdependent and their context structures contain pointers to each other
// C only allows such things to be declared if you pre-declare the typedef.
//
typedef struct <name>_Ctx_struct
 <name>, * p<name>;

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>


<actions.(actionScope).header>

#ifdef ANTLR3_WINDOWS
// Disable: Unreferenced parameter,       - Rules with parameters that are not used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
```

```
//         initialized but unused variable     - tree rewrite variables declared but not needed
//         Unreferenced local variable      - lexer rule declares but does not always use _type
//         potentially unitialized variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these
 warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* =========================
* BACKTRACKING IS ENABLED
* =========================
*/
<endif>

<rules:{r |<headerReturnScope(ruleDescriptor=r.ruleDescriptor,...)>}>

<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
<rules:{r |<ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)>}>
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>

/** Context tracking structure for <mainName()>
*/
struct
 <name>_Ctx_struct
{
   /** Built in ANTLR3 context tracker contains all the generic elements
    *  required for context tracking.
    */
<if(PARSER)>
   pANTLR3_PARSER   pParser;
```

```
<endif>
<if(LEXER)>
  pANTLR3_LEXER    pLexer;
<endif>
<if(TREE_PARSER)>
  pANTLR3_TREE_PARSER     pTreeParser;
<endif>

<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<if(LEXER)>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
(*m<r.ruleDescriptor.name>) (struct <name>_Ctx_struct
 * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>) (struct
<name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">
<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
  // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
  <headerReturnType(ruleDescriptor)> (*<ruleDescriptor.name>)(struct <name>_Ctx_struct *
ctx<if(ruleDescriptor.parameterScope)>, <endif><ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
<endif>

  const char * (*getGrammarFileName)();
  void           (*reset)  (struct <name>_Ctx_struct * ctx);
  void     (*free)   (struct <name>_Ctx_struct * ctx);
  <@members>
  <@end>
  <actions.(actionScope).context>
```

```
};

//
 Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
ANTLR3_API p<name> <name>New         (<inputType()> instream<recognizer.grammar.delegators:{g|,
p<g.recognizerName> <g:delegateName()>}>);
ANTLR3_API p<name> <name>NewSSD      (<inputType()> instream,
pANTLR3_RECOGNIZER_SHARED_STATE state<recognizer.grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>);
<if(!recognizer.grammar.grammarIsRoot)>
extern pANTLR3_UINT8   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/** Symbolic definitions of all the tokens that the <grammarType()> will work with.
* \{
*
* Antlr will define EOF, but we can't use that as it it is too common in
* in C header files and that would be confusing. There is no way to filter this out at the moment
* so we just undef it here for now. That isn't the value we get back from C recognizers
* anyway. We are looking
 for ANTLR3_TOKEN_EOF.
*/
#ifdef EOF
#undef EOF
#endif
#ifdef Tokens
#undef Tokens
#endif
<tokens:{it | #define <it.name>      <it.type>}; separator="\n">
#ifdef EOF
#undef EOF
#define EOF ANTLR3_TOKEN_EOF
#endif

#ifndef TOKENSOURCE
#define TOKENSOURCE(lxr) lxr->pLexer->rec->state->tokSource
#endif

/* End of token definitions for <name>
* =============================================================================
*/
/** \} */

#ifdef __cplusplus
}
```

```
#endif

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

inputType() ::=<<
<if(LEXER)>
pANTLR3_INPUT_STREAM
<endif>
<if(PARSER)>
pANTLR3_COMMON_TOKEN_STREAM
<endif>
<if(TREE_PARSER)>
pANTLR3_COMMON_TREE_NODE_STREAM
<endif>
>>

grammarType() ::= <<
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>
>>

mainName() ::= <<
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScope(...)>"

headerReturnType(ruleDescriptor)
```

```
 ::= <<
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
>>

// Produce the lexer output
//
lexer(  grammar,
  name,
       tokens,
       scopes,
       rules,
       numRules,
       filterMode,
       superClass,
       labelType="pANTLR3_COMMON_TOKEN") ::= <<

<if(filterMode)>
/* Forward declare implementation function for ANTLR3_TOKEN_SOURCE interface when
* this is a filter mode lexer.
*/
static pANTLR3_COMMON_TOKEN <name>NextToken   (pANTLR3_TOKEN_SOURCE toksource);

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
* However, I assume that the C compilers/optimizers are smart enough to work this one out
* these days -
 Jim
*/
#undef  MEMOIZE
#define  MEMOIZE(ri,si)   if (BACKTRACKING>1) { RECOGNIZER->memoize(RECOGNIZER, ri, si) }
#undef  HAVEPARSEDRULE
#define  HAVEPARSEDRULE(r)  if (BACKTRACKING>1) { RECOGNIZER->alreadyParsedRule(RECOGNIZER,
r) }
<endif>

/* Forward declare the locally static matching functions we have generated and any predicate functions.
*/
<rules:{r | static ANTLR3_INLINE <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
```

```
<if(!r.ruleDescriptor.isSynPred)>m<endif><r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
static void <name>Free(p<name> ctx);

/* =============================================================================
* Lexer matching rules end.
* =============================================================================
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

static void
<name>Free  (p<name> ctx)
{
<if(memoize)>
 if (RULEMEMO
 != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<if(grammar.directDelegates)>
 // Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
 <grammar.directDelegates:
       {g|ctx-><g:delegateName()>->pLexer->rec->state = NULL;
       ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
   LEXER->free(LEXER);

   ANTLR3_FREE(ctx);
}

static void
<name>Reset (p<name> ctx)
{
   RECOGNIZER->reset(RECOGNIZER);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";
```

```
/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}

<if(filterMode)>
   <filteringNextToken()>
<endif>

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \return
*     - Success p<name> initialized
 for the lex start
*     - Fail NULL
*/
ANTLR3_API p<name> <name>New
(<inputType()> instream<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
 // See if we can create a new lexer with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
ANTLR3_API p<name> <name>NewSSD
(pANTLR3_INPUT_STREAM instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
   p<name> ctx; // Context structure we will build and return

   ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

   if  (ctx == NULL)
   {
      // Failed to allocate memory for lexer context
      return  NULL;
   }
```

```
  /*
 ------------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * in base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 lexer function set, but upon return
   * from here, the programmer may set the pointers to provide custom
   * implementations of each function.
   *
   * We don't use the macros defined in <name>.h here so you can get a sense
   * of what goes where.
   */

  /* Create a base lexer, using the supplied input stream
   */
  ctx->pLexer = antlr3LexerNewStream(ANTLR3_SIZE_HINT, instream, state);

  /* Check that we allocated the memory correctly
   */
  if (ctx->pLexer == NULL)
  {
 ANTLR3_FREE(ctx);
 return  NULL;
  }
<if(memoize)>
<if(grammar.grammarIsRoot)>
  // Create a LIST for recording rule memos.
  //
  ctx->pLexer->rec->ruleMemo    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

   /* Install the implementation of our <name> interface
   */
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)>ctx->m<r.ruleDescriptor.name> =
m<r.ruleDescriptor.name>;<endif>}; separator="\n">

  /** When the nextToken() call is made to this lexer's pANTLR3_TOKEN_SOURCE
   *  it will call mTokens() in this generated code, and will pass it the ctx
   * pointer of this lexer, not the context of the base lexer, so store that now.
   */
  ctx->pLexer->ctx     = ctx;

  /**Install the token matching function
   */
  ctx->pLexer->mTokens = (void (*) (void *))(mTokens);

  ctx->getGrammarFileName = getGrammarFileName;
```

```
  ctx->free  = <name>Free;
  ctx->reset         = <name>Reset;

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
      {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, ctx->pLexer->rec->state,
ctx<grammar.delegators:{g|, <g:delegateName()>}>);};
 separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
      {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
<if(filterMode)>
  /* We have filter mode turned on, so install the filtering nextToken function
   */
  ctx->pLexer->rec->state->tokSource->nextToken = <name>NextToken;
<endif>
  <actions.lexer.apifuncs>

  /* Return the newly built lexer to the caller
   */
  return  ctx;
}
<if(cyclicDFAs)>

/* ============================================================================
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ============================================================================
* Functions to match the lexer grammar defined tokens from
 the input stream
*/

<rules; separator="\n\n">
```

```
/* ============================================================================
* Lexer matching rules end.
* ============================================================================
*/
<if(synpreds)>

/* ============================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* ============================================================================
* Lexer syntactic predicates end.
* ============================================================================
*/
<endif>

/* End of Lexer code
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
* ============================================================================
*/

>>


filteringNextToken() ::= <<
/** An override of the lexer's nextToken() method that backtracks over mTokens() looking
*  for matches in lexer filterMode.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  BACKTRACKING
 needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at BACKTRACKING==1.
*/
static pANTLR3_COMMON_TOKEN
<name>NextToken(pANTLR3_TOKEN_SOURCE toksource)
{
  pANTLR3_LEXER   lexer;
 pANTLR3_RECOGNIZER_SHARED_STATE state;

  lexer   = (pANTLR3_LEXER)(toksource->super);
  state = lexer->rec->state;

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.
   */
  state  ->token     = NULL;
  state  ->error     = ANTLR3_FALSE;     /* Start out without an exception */
  state  ->failed    = ANTLR3_FALSE;
```

```
 /* Record the start of the token in our input stream.
  */
 state->tokenStartCharIndex   = lexer->input->istream->index(lexer->input->istream);
 state->tokenStartCharPositionInLine = lexer->input->getCharPositionInLine(lexer->input);
 state->tokenStartLine    = lexer->input->getLine(lexer->input);
 state->text       = NULL;

 /*
Now call the matching rules and see if we can generate a new token
  */
 for (;;)
 {
 if  (lexer->input->istream->_LA(lexer->input->istream, 1) == ANTLR3_CHARSTREAM_EOF)
 {
 /* Reached the end of the stream, nothing more to do.
  */
 pANTLR3_COMMON_TOKEN    teof = &(toksource->eofToken);

 teof->setStartIndex (teof, lexer->getCharIndex(lexer));
 teof->setStopIndex  (teof, lexer->getCharIndex(lexer));
 teof->setLine  (teof, lexer->getLine(lexer));
 return  teof;
 }

 state->token  = NULL;
 state->error  = ANTLR3_FALSE;     /* Start out without an exception */

 {
  ANTLR3_MARKER   m;

  m      = lexer->input->istream->mark(lexer->input->istream);
  state->backtracking  = 1;    /* No exceptions */
  state->failed   = ANTLR3_FALSE;

  /* Call the generated lexer, see if it can get a new token together.
   */
  lexer->mTokens(lexer->ctx);
    state->backtracking = 0;

    <! mTokens backtracks with synpred at BACKTRACKING==2
   and we set the synpredgate
to allow actions at level 1. !>

  if (state->failed == ANTLR3_TRUE)
  {
   lexer->input->istream->rewind(lexer->input->istream, m);
   lexer->input->istream->consume(lexer->input->istream); <! advance one char and try again !>
  }
```

```
  else
  {
   lexer->emit(lexer);     /* Assemble the token and emit it to the stream */
   return state->token;
  }
 }
  }
}
>>

actionGate() ::= "BACKTRACKING==0"

filteringActionGate() ::= "BACKTRACKING==1"

/** How to generate a parser */
genericParser(  grammar,
   name,
            scopes,
            tokens,
            tokenNames,
            rules,
            numRules,
            bitsets,
            inputStreamType,
            superClass,
            labelType,
   members,
   rewriteElementType, filterMode,
            ASTLabelType="pANTLR3_BASE_TREE"
           ) ::= <<


<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*
  error reporting.
*/
pANTLR3_UINT8   <name>TokenNames[<length(tokenNames)>+4]
   = {
      (pANTLR3_UINT8) "\<invalid>",       /* String to print to indicate an invalid token */
      (pANTLR3_UINT8) "\<EOR>",
      (pANTLR3_UINT8) "\<DOWN>",
      (pANTLR3_UINT8) "\<UP>",
      <tokenNames:{it |(pANTLR3_UINT8) <it>}; separator=",\n">
     };
<endif>

  <@members>
```

```
   <@end>
<rules:{r |<ruleAttributeScopeFuncMacro(scope=r.ruleDescriptor.ruleScope)>}>
<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFuncMacro(it)><endif>}>

// Forward declare the locally static matching functions we have generated.
//
<rules:{r | static <headerReturnType(ruleDescriptor=r.ruleDescriptor)> <r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
static void <name>Free(p<name> ctx);
static void     <name>Reset (p<name> ctx);

<if(!LEXER)>
<! generate rule/method definitions for
 imported rules so they
  appear to be defined in this recognizer. !>
<if(recognizer.grammar.delegatedRules)>
// Delegated rules
//
<recognizer.grammar.delegatedRules:{ruleDescriptor|static <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">

<endif>
<endif>

/* For use in tree output where we are accumulating rule labels via label += ruleRef
* we need a function that knows how to free a return scope when the list is destroyed.
* We cannot just use ANTLR3_FREE because in debug tracking mode, this is a macro.
*/
static void ANTLR3_CDECL freeScope(void * scope)
{
   ANTLR3_FREE(scope);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}
/** \brief Create a
```

```
 new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>New   (<inputStreamType> instream<grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>)
{
 // See if we can create a new parser with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>NewSSD   (<inputStreamType> instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
  p<name> ctx;     /* Context structure we will build and return   */

  ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

  if (ctx == NULL)
  {
 // Failed to allocate memory
 for parser context
 //
     return  NULL;
  }

  /* -------------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * the base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 parser function set, but upon return
   * from here, the programmer may set the pointers to provide custom
   * implementations of each function.
   *
   * We don't use the macros defined in <name>.h here, in order that you can get a sense
   * of what goes where.
   */
```

```
<if(PARSER)>
  /* Create a base parser/recognizer, using the supplied token stream
   */
  ctx->pParser     = antlr3ParserNewStream(ANTLR3_SIZE_HINT, instream->tstream, state);
<endif>
<if(TREE_PARSER)>
  /* Create a base Tree parser/recognizer, using the supplied tree node stream
   */
  ctx->pTreeParser  = antlr3TreeParserNewStream(ANTLR3_SIZE_HINT, instream, state);
<endif>

  /* Install the implementation
 of our <name> interface
   */
  <rules:{r | ctx-><r.ruleDescriptor.name> = <r.ruleDescriptor.name>;}; separator="\n">
<if(grammar.delegatedRules)>
 // Install the delegated methods so that they appear to be a part of this
 // parser
 //
  <grammar.delegatedRules:{ruleDescriptor | ctx-><ruleDescriptor.name> = <ruleDescriptor.name>;};
separator="\n">
<endif>

  ctx->free   = <name>Free;
  ctx->reset   = <name>Reset;
  ctx->getGrammarFileName = getGrammarFileName;

  /* Install the scope pushing methods.
   */
  <rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScope(scope=r.ruleDescriptor.ruleScope)><\n>
<endif>}>
  <recognizer.scopes:{it |<if(it.isDynamicGlobalScope)>
<globalAttributeScope(it)><\n>
<endif>}>
  <@apifuncs>

  <@end>
<if(grammar.directDelegates)>
 // Initialize the parsers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
      {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, PSRSTATE,
 ctx<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to parsers that will delegate us to perform certain functions
```

```
 // for them.
 //
 <grammar.delegators:
      {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
  <actions.parser.apifuncs>
  <actions.treeparser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
  /* Create a LIST for recording rule memos.
   */
   RULEMEMO    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
  /* Install the token table
   */
  PSRSTATE->tokenNames   = <grammar.composite.rootGrammar.recognizerName>TokenNames;

  <@debugStuff()>

  /* Return the newly built parser to the caller
   */
  return  ctx;
}

static void
<name>Reset (p<name> ctx)
{
  RECOGNIZER->reset(RECOGNIZER);
}

/** Free the parser resources
*/
static void
<name>Free(p<name> ctx)
{
  /* Free any scope memory
    */
  <rules: {r
|<if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeFree(scope=r.ruleDescriptor.ruleScope)><\n><endif>}>
  <recognizer.scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFree(it)><\n><endif>}>

  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 // Free the parsers that we delegated to
 // functions to.NULL the state so we only free it once.
 //
```

```
 <grammar.directDelegates:
      {g| ctx-><g:delegateName()>-><if(TREE_PARSER)>pTreeParser<else>pParser<endif>->rec->state = NULL;
      ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if (RULEMEMO != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<endif>
 // Free this parser
 //
<if(TREE_PARSER)>
   ctx->pTreeParser->free(ctx->pTreeParser);<\n>
<else>
   ctx->pParser->free(ctx->pParser);<\n>
<endif>

   ANTLR3_FREE(ctx);

   /* Everything is released, so we can return
    */
   return;
}

/**
 Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static pANTLR3_UINT8    *getTokenNames()
{
      return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

   <members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>}>
```

```
<if(cyclicDFAs)>

/* ========================================================================
* DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ========================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 //
 parser
 //
<grammar.delegatedRules:{ruleDescriptor|
   <returnType()> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
  \{
     <if(ruleDescriptor.hasReturnValue)>return <endif>ctx-><ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>(ctx-
><ruleDescriptor.grammar:delegateName()><if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">

<endif>
/* End of parsing rules
* ============================================
*/

/* ============================================
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/* End of syntactic predicates
* ============================================
*/
```

```
>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,
  bitsets,
  ASTLabelType,
  superClass="Parser",
  labelType="pANTLR3_COMMON_TOKEN",
  members={<actions.parser.members>}
  )
 ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TOKEN_STREAM", rewriteElementType="TOKEN",
...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
   name,
   scopes,
   tokens,
   tokenNames,
   globalAction,
   rules,
   numRules,
   bitsets,
   filterMode,
   labelType={<ASTLabelType>},
   ASTLabelType="pANTLR3_BASE_TREE",
   superClass="TreeParser",
   members={<actions.treeparser.members>}
   ) ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TREE_NODE_STREAM",
rewriteElementType="NODE", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule,
```

```
 they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
static void <ruleName>_fragment(p<name> ctx <ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
  ANTLR3_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n",LT(1),failed,BACKTRACKING);
  <block>
  ANTLR3_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\\n",LT(1),failed,BACKTRACKING);

<else>
  <block>
<endif>
<ruleCleanUp()>
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<
static ANTLR3_BOOLEAN <predname>(p<name> ctx)
{
  ANTLR3_MARKER   start;
  ANTLR3_BOOLEAN  success;

  BACKTRACKING++;
  <@start()>
  start = MARK();
  <predname>_fragment(ctx);     // can never throw exception
  success = !(FAILEDFLAG);
  REWIND(start);
  <@stop()>
  BACKTRACKING--;
  FAILEDFLAG = ANTLR3_FALSE;
  return success;
}<\n>
>>

lexerSynpred(predname)
 ::= <<
<synpred(predname)>
>>

ruleMemoization(rname) ::= <<
```

```
<if(memoize)>
if ( (BACKTRACKING>0) && (HAVEPARSEDRULE(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start = 0;<\n>
<endif>
<endif>
   <(ruleDescriptor.actions.after):execAfter()>
   <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
   <scopeClean()><\n>
<endif>
   return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if  (HASEXCEPTION())
{
   goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (HASFAILED())
{
   <scopeClean()>
   <@debugClean()>
   return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (BACKTRACKING>0)
{
   FAILEDFLAG = <true_value()>;
   <scopeClean()>
   return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate
```

```
 code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
static <returnType()>
<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR3_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", LT(1),
BACKTRACKING);<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>
  <@preamble()>
  {
     <block>
  }

  <ruleCleanUp()>
<if(exceptions)>
  if (HASEXCEPTION())
  {
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
  }
  else
  {
 <(ruleDescriptor.actions.after):execAfter()>
  }
<else>
  <if(!emptyRule)>
       <if(actions.(actionScope).rulecatch)>
          <actions.(actionScope).rulecatch>
      <else>
          if (HASEXCEPTION())
          {
             PREPORTERROR();
             PRECOVER();
             <@setErrorReturnValue()>
          }
          <if(ruleDescriptor.actions.after)>
```

```
        else
        {
            <(ruleDescriptor.actions.after):execAfter()>
        }<\n>
        <endif>
      <endif>
  <endif>
<endif>

  <if(trace)>ANTLR3_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", LT(1), failed,
BACKTRACKING);<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
{
  <e.action>
}

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()>
 retval;<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<if(memoize)>
```

```
ANTLR3_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)>retval.<a.name> = <a.initValue>;<endif>
}>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)><a.name> = <a.initValue>;<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = INDEX();<\n>
<endif>
<ruleDescriptor.useScopes:{it |<scopeTop(it)> = <scopePush(it)>;}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopeTop(it.name)> = <scopePush(it.name)>;}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<labelType>    <it.label.text>;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{it |pANTLR3_VECTOR    list_<it.label.text>;};
 separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelDef(); separator="\n"
>
>>

ruleLabelInitializations() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<it.label.text>       = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{it |list_<it.label.text>     = NULL;}; separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelInitVal(); separator="\n"
>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
```

```
retval.start = LT(1); retval.stop = retval.start;<\n>
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> <it.label.text>;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |ANTLR3_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
    :{it |pANTLR3_INT_TRIE list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text> = antlr3IntTrieNew(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text>->free(list_<it.label.text>);}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
```

```
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize()
 ::= <<
<if(memoize)>
<if(backtracking)>
if ( BACKTRACKING>0 ) { MEMOIZE(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.stop = LT(-1);<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes:{it |<scopePop(it)>}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopePop(it.name)>}; separator="\n">

>>
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the
```

```
 token <ruleName>
* from the attached input stream.
*
*
* \remark
*  - lexer->error == ANTLR3_TRUE if an exception was thrown.
*/
static ANTLR3_INLINE
void m<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
 ANTLR3_UINT32 _type;
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
  <if(trace)>System.out.println("enter <ruleName> '"+(char)LA(1)+"'
line="+GETLINE()+":"+GETCHARPOSITIONINLINE()+" failed="+failed+"
backtracking="+BACKTRACKING);<endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  _type     = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
 LEXSTATE->type = _type;
<endif>
  <if(trace)> ANTLR3_FPRINTF(stderr, "exit <ruleName> '%c' line=%d:%d failed = %d, backtracking
=%d\n",LA(1),GETLINE(),GETCHARPOSITIONINLINE(),failed,BACKTRACKING);<endif>
   <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
```

```
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
static void
mTokens(p<name> ctx)
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
   {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR3_UINT32 alt<decisionNumber>;

  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
```

```
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;;)
  {
     int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
    <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
    goto loop<decisionNumber>;
```

```
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
 goto rule<ruleDescriptor.name>Ex;
}
cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_EARLY_EXIT_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_EARLY_EXIT_NAME;
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
<alts:{a | <altSwitchCase(i,a)>}>
default:
    goto loop<decisionNumber>; /* break out of the loop */
    break;
  }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>
```

```
closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
   <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

// E L E M E N T S
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = (<labelType>)<endif> MATCHT(<token>,
```

```
&FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>,
 <elem>, NULL);
>>


/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHC(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHRANGE(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= LA(1);<\n>
<else>
<label>=(<labelType>)LT(1);<\n>
<endif>
<endif>
if ( <s> )
```

```
{
  CONSUME();
  <postmatchCode>
<if(!LEXER)>
  PERRORRECOVERY=ANTLR3_FALSE;
<endif>
  <if(backtracking)>FAILEDFLAG=ANTLR3_FALSE;<\n><endif>
}
else
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
  LRECOVER();
<else>
  RECOVERFROMMISMATCHEDSET(&FOLLOW_set_in_<ruleName><elementIndex>);
<endif>

  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_MISMATCHED_SET_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_MISMATCHED_SET_NAME;
<if(PARSER)>
EXCEPTION->expectingSet = &FOLLOW_set_in_<ruleName><elementIndex>;
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_INVALID);
<label>->setStartIndex(<label>, <label>Start);
```

```
<label>->setStopIndex(<label>, GETCHARINDEX()-1);
<label>->input = INPUT->tnstream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHANY();
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
FOLLOWPUSH(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>ctx-><scope:delegateName()>-><endif><rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif><if(args)>,
 <args; separator=", "><endif>);<\n>
FOLLOWPOP();
```

```
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR3_MARKER <label>Start<elementIndex> = GETCHARINDEX();
  <if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_INVALID);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);

  <label>->input = INPUT;
}
<else>
<if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR3_UINT32 <label>Start<elementIndex>;
  <labelType> <label>;
```

```
  <label>Start<elementIndex> = GETCHARINDEX();
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_EOF);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);
  <label>->input = INPUT->tnstream->istream;
}
<else>
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
   <endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
  MATCHT(ANTLR3_TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate
 (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
```

```
if ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>

newFPE() ::= <<
  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_FAILED_PREDICATE_EXCEPTION;
  EXCEPTION->message      = (void *)"<description>";
  EXCEPTION->ruleName  = (void *)"<ruleName>";
  <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
  else
  {
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>

    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;

<endif>
  }
}
>>

newNVException() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message      = (void *)"<description>";
EXCEPTION->decisionNum
  = <decisionNumber>;
EXCEPTION->state        = <stateNumber>;
<@noViableAltException()>
<\n>
>>
```

```
/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls()::= <<
ANTLR3_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
{
 /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
  */
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse "><\n>
  <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
```

```
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>))
{
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.
  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>
```

```
dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
   break;
>>

// C y c l i c  D F A

/** The code to initiate execution of
 a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
* is no runtime initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
   {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>]
 =
   {
 <dfa.eof; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
   {
 <dfa.min; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
   {
 <dfa.max; wrap="\n", separator=", ", null="-1">
```

```
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
  {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {
 <dfa.special; wrap="\n", separator=", ", null="-1">
  };

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     NULL

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
  {
 <table; separator=", ", wrap="\n", null="-1">
  \};}; null = """>

/* Transition tables are
 a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR3_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
  <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="_empty">
};

<if(dfa.specialStateSTs)>
static ANTLR3_INT32 dfa<dfa.decisionNumber>_sst(p<name> ctx, pANTLR3_BASE_RECOGNIZER recognizer,
pANTLR3_INT_STREAM is, pANTLR3_CYCLIC_DFA dfa, ANTLR3_INT32 s)
{
  ANTLR3_INT32    _s;

  _s     = s;
  switch  (s)
  {
  <dfa.specialStateSTs:{state |
  case <i0>:

 <state>}; separator="\n">
  }
<if(backtracking)>
  if (BACKTRACKING > 0)
  {
 FAILEDFLAG = ANTLR3_TRUE;
 return -1;
  }
```

```
<endif>

  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
  EXCEPTION->message      = (void *)"<dfa.description>";
  EXCEPTION->decisionNum  = <dfa.decisionNumber>;
  EXCEPTION->state        = _s;
  <@noViableAltException()>
  return -1;
}
<endif>

<@errorMethod()>

/*
 Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
static
ANTLR3_CYCLIC_DFA cdfa<dfa.decisionNumber>
  = {
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
    /* Which decision this represents:   */
    (const pANTLR3_UCHAR)"<dfa.description>",
<if(dfa.specialStateSTs)>
    (CDFA_SPECIAL_FUNC) dfa<dfa.decisionNumber>_sst,
<else>
    (CDFA_SPECIAL_FUNC) antlr3dfaspecialStateTransition, /* Default special state transition function */
<endif>

    antlr3dfaspecialTransition,  /* DFA specialTransition is currently just a default function in the runtime */
    antlr3dfapredict,   /* DFA simulator function is in the runtime */
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept
 table       */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables     */

 };
/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
```

```
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
  ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR3_MARKER index<decisionNumber>_<stateNumber>;<\n>

 LA<decisionNumber>_<stateNumber> = LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = INDEX();<\n>
  REWINDLAST();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
 <if(semPredState)> <! return input cursor to state before we rewound !>
 SEEK(index<decisionNumber>_<stateNumber>);<\n>
 <endif>
  if ( s>=0 )
  {
 return s;
  }
}
break;
>>

/** Just like
 a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>) )
{
  s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"
```

```
notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>(ctx)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead
 directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((LA(<k>) >= <lower>) &&
(LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
typedef struct  <scopeStruct(sname=scope.name,...)>_struct
{
  /** Function that the user may provide to be called when the
   *  scope is destroyed (so you can free pANTLR3_HASH_TABLES and so on)
   *
   * \param POinter to an instance of this typedef/struct
   */
  void    (ANTLR3_CDECL *free) (struct <scopeStruct(sname=scope.name,...)>_struct
 * frame);

  /* ============================================================================
   * Programmer defined variables...
   */
  <scope.attributes:{it |<it.decl>;}; separator="\n">
```

```
  /* End of programmer defined variables
   * ============================================================================
   */
}
  <scopeStruct(sname=scope.name,...)>, * <scopeType(sname=scope.name,...)>;

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeFuncDecl(scope) ::=
<<
/* globalAttributeScopeFuncDecl(scope)
*/
<if(scope.attributes)>
/* ------------------------------------------------------------------------
* Function declaration for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>
  <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ------------------------------------------------------------------------ */

<endif>
>>

globalAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncMacro(scope)
*/
/** Function  for popping the top value from a <scopeStack(sname=scope.name)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
```

```
{
  // First see if the user defined a function they want to be called when a
  // scope is popped/freed.
  //
 // If the user supplied the scope entries with a free function,then call it first
 //
  if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
     SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

  // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
  // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
   // next too far so we don't want to keep freeing and allocating them
  //
  ctx-><scopeStack(sname=scope.name,...)>_limit--;
  SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}
<endif>
>>

ruleAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncDecl(scope)
*/
/* ------------------------------------------------------------------------
* Function declarations for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ------------------------------------------------------------------------ */

<endif>
>>

ruleAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncMacro(scope)
*/
/** Function
 for popping the top value from a <scopeStack(sname=scope.name,...)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
  // First see if the user defined a function they want to be called when a
  // scope is popped/freed.
```

```
  //
 // If the user supplied the scope entries with a free function,then call it first
 //
  if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
     SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

  // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
  // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
  // next too far so we don't want to keep freeing and allocating them
  //
  ctx-><scopeStack(sname=scope.name,...)>_limit--;
  SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}

<endif>
>>

globalAttributeScopeDef(scope)
 ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
*  and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name)>_limit;
/** Pointer to the top of the stack for the global scope <scopeStack(sname=scope.name)>
*/
<scopeType(sname=scope.name,...)>    (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)>    <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
*  and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
```

```
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
<scopeType(sname=scope.name,...)>   (*<scopePushName(sname=scope.name,...)>)(struct
 <name>_Ctx_struct * ctx);
<scopeType(sname=scope.name,...)>   <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

globalAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

ruleAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit    = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
<endif>
>>

ruleAttributeScope(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit
   = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
<endif>
>>
globalAttributeScopeFree(scope) ::= <<
```

```
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

ruleAttributeScopeFree(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

scopeTopDecl(sname) ::= <<
p<name>_<sname>Top
>>

scopeTop(sname) ::= <<
ctx-><scopeTopDecl(sname=sname,...)>
>>

scopePop(sname) ::= <<
<scopePopName(sname=sname,...)>(ctx);
>>

scopePush(sname) ::= <<
p<name>_<sname>Push(ctx)
>>

scopePopName(sname) ::= <<
p<name>_<sname>Pop
>>

scopePushName(sname) ::= <<
p<name>_<sname>Push
>>

scopeType(sname) ::= <<
p<name>_<sname>_SCOPE
>>

scopeStruct(sname) ::= <<
<name>_<sname>_SCOPE
>>
```

```
scopeStack(sname) ::= <<
p<name>_<sname>Stack
>>

attributeFuncs(scope)
 ::= <<
<if(scope.attributes)>
/* attributeFuncs(scope)
*/

static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope)
{
  ANTLR3_FREE(scope);
}

/** \brief Allocate initial memory for a <name> <scope.name> scope variable stack entry and
*         add it to the top of the stack.
*
* \remark
* By default the structure is freed with ANTLR_FREE(), but you can use the
* the \@init action to install a pointer to a custom free() routine by
* adding the code:
* \code
*   <scopeTop(sname=scope.name)>->free = myroutine;
* \endcode
*
* With lots of comments of course! The routine should be declared in
* \@members { } as:
* \code
*   void ANTLR3_CDECL myfunc( <scopeType(sname=scope.name)> ptr).
* \endcode
*
* It should perform any custom freeing stuff that you need (call ANTLR_FREE3, not free()
* NB: It should not free the pointer it is given, which is the scope stack entry itself
* and will be freed by the function that calls your custom
 free routine.
*
*/
static <scopeType(sname=scope.name)>
<scopePushName(sname=scope.name)>(p<name> ctx)
{
  /* Pointer used to create a new set of attributes
   */
  <scopeType(sname=scope.name)>      newAttributes;

  /* Allocate the memory for a new structure if we need one.
   */
  if (ctx-><scopeStack(sname=scope.name)>->size(ctx-><scopeStack(sname=scope.name)>) > ctx-
```

```
><scopeStack(sname=scope.name)>_limit)
  {
     // The current limit value was less than the number of scopes available on the stack so
     // we can just reuse one. Our limit tracks the stack count, so the index of the entry we want
     // is one less than that, or conveniently, the current value of limit.
     //
     newAttributes = (<scopeType(sname=scope.name)>)ctx-><scopeStack(sname=scope.name)>->get(ctx-
><scopeStack(sname=scope.name)>, ctx-><scopeStack(sname=scope.name)>_limit);
  }
  else
  {
     // Need a new allocation
     //
     newAttributes = (<scopeType(sname=scope.name)>)
 ANTLR3_MALLOC(sizeof(<scopeStruct(sname=scope.name)>));
     if  (newAttributes != NULL)
     {
        /* Standard ANTLR3 library implementation
         */
        ctx-><scopeStack(sname=scope.name)>->push(ctx-><scopeStack(sname=scope.name)>, newAttributes,
(void (*)(void *))<scope.name>Free);
     }
  }

  // Blank out any previous free pointer, the user might or might install a new one.
  //
  newAttributes->free = NULL;

  // Indicate the position in the available stack that the current level is at
  //
  ctx-><scopeStack(sname=scope.name)>_limit++;

 /* Return value is the pointer to the new entry, which may be used locally
  * without de-referencing via the context.
   */
  return  newAttributes;
}<\n>

<endif>
>>
returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
```

```
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
ANTLR3_BOOLEAN
<endif>
%>

/**
 Generate the C type associated with a single or multiple return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>_<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label  */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
#undef RETURN_TYPE_<label.label.text>
#define RETURN_TYPE_<label.label.text> <ruleLabelType(referencedRule=label.referencedRule)><\n>
>>
/**
  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>
```

```
ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>pANTLR3_BASE_TREE<endif>"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
typedef struct <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>_struct
{
<if(!TREE_PARSER)>
  /** Generic return elements for ANTLR3 rules that are not in tree parsers or returning trees
   */
  pANTLR3_COMMON_TOKEN    start;
  pANTLR3_COMMON_TOKEN    stop;
<else>
  <recognizer.ASTLabelType>       start;
  <recognizer.ASTLabelType>       stop;
<endif>
  <@ruleReturnMembers()>
  <ruleDescriptor.returnScope.attributes:{it |<it.type> <it.name>;}; separator="\n">
}
   <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>;<\n><\n>
<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>), ctx-
>SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1) ))-><attr.name>
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name>
<else>
```

```
 (SCOPE_TOP(<scope>))-><attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>),
 ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1) ))-><attr.name> =
<expr>;
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name> = <expr>;
<else>
 (SCOPE_TOP(<scope>))-><attr.name>=<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "ctx->SCOPE_STACK(<scope>)"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
```

```
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->getTokenIndex(<scope>))"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->tree)"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>->getText(<scope>)->toInt32(<scope>->getText(<scope>)))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr)
 ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(STRSTREAM->toStringSS(STRSTREAM, <scope>.start, <scope>.start))
<else>
(STRSTREAM->toStringTT(STRSTREAM, <scope>.start, <scope>.stop))
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->getTokenIndex(<scope>))"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"

// Somebody may ref $template
```

```
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
INPUT->toStringSS(INPUT, ADAPTOR->getTokenStartIndex(ADAPTOR, retval.start), ADAPTOR-
>getTokenStopIndex(ADAPTOR, retval.start))
<else>
STRSTREAM->toStringTT(STRSTREAM, retval.start, LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "LEXER->getText(LEXER)"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "LEXSTATE->tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "LEXSTATE->tokenStartCharPositionInLine"
lexerRulePropertyRef_channel(scope,attr) ::= "LEXSTATE->channel"
lexerRulePropertyRef_start(scope,attr) ::= "LEXSTATE->tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(LEXER->getCharIndex(LEXER)-1)"
lexerRulePropertyRef_index(scope,attr)
 ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "LEXER->getText(LEXER)->toInt32(LEXER->getText(LEXER))"


// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"


/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode. Must be documented clearly.
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
```

```
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(name, words64) ::= <<

/** Bitset defining follow
 set for error recovery in rule state: <name>  */
static ANTLR3_BITWORD <name>_bits[] = { <words64:{it |ANTLR3_UINT64_LIT(<it>)}; separator=", "> };
static  ANTLR3_BITSET_LIST <name> = { <name>_bits, <length(words64)> };
>>

bitset(name, words64) ::= <<
antlr3BitsetSetAPI(&<name>);<\n>
>>

codeFileExtension() ::= ".c"

true_value() ::= "ANTLR3_TRUE"
false_value() ::= "ANTLR3_FALSE"
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/C.stg
No license file was found, but licenses were detected in source scan.

/*
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@returnScopeInterface.memVars() ::= <<
<@super.memVars()>
/* ST returnInterface.memVars */
ST *st;
>>

@returnScopeInterface.properties() ::= <<
<@super.properties()>
/* ST returnScope.properties */
@property (retain, getter=getST, setter=setST:) ST *st;
>>

@returnScopeInterface.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST AST returnScopeInterface.methodsDecl */
-
 (id) getTemplate;
- (NSString *) toString;
- (NSString *) description;
>>

@returnScopeInterface() ::= <<
/* ST returnScopeInterface */
@interface <returnScopeInterface.name> : ReturnScope {
<returnScopeInterface.memVars()>
}
<returnScopeInterface.properties()>

```
<returnScopeInterface.methods()>
@end
>>

@returnScopeImplementation.synthesize() ::= <<
<@super.synthesize()>
/* ST returnScope.synthesize */
@synthesize st;
>>

@returnScopeImplementation.methods() ::= <<
<@super.methods()>
/* ST returnScope.methods */
- (id) getTemplate { return st; }
- (NSString *) toString { return st==nil?nil:[st toString]; }
- (NSString *) description { [self toString]; }
>>

@returnScopeImplementation() ::= <<
@implementation <returnScopeImplementation.name>
<returnScopeImplementation.synthesize()>

<returnScopeImplementation.methods()>
@end
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
<@super.ruleReturnMembers()>
/* ST returnScope.ruleReturnMembers --
 empty */
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty now */
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties() ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
```

```
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
>>

@genericParser.synthesize() ::= <<
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
  return templateLib;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup
 *templateLib = [STGroup  newSTGroup:@"<name>Templates"];

- (STGroup *) getTemplateLib
{
 return templateLib;
}

- (void) setTemplateLib:(STGroup *) templateLib
{
 this.templateLib = templateLib;
}

/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
/* REPLACE THIS STATIC CLASS
```

```
static class STAttrMap extends HashMap {
- (STAttrMap *) setObject:(id)aValue forKey:(NS*)String attrName
{
  [super setObject:value forKey:attrName];
  return self;
}
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName
{
  [super setObject:[NSNumber numberWithInteger:value] forKey:attrName];
  return self;
 }
}
*/
>>

@STAttrMap() ::= <<
/* -------- ST start STAttrMap ------------ */
<@STAttrMap.interface()>
<@STAttrMap.implementation()>
/* -------- ST end STAttrMap ------------ */
>>

@STAttrMap.interface() ::= <<
/* -------- ST start STAttrMap.interface ------------ */
@interface STAttrMap : HashMap {
/*    <@STAttrMap.memVars()>
 */
  STGroup *templateLib;
}

/*    <@STAttrMap.properties()> */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* <@STAttrMap.methodsDecl()> */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
@end
/* -------- ST end STAttrMap.interface ------------ */
>>

@STAttrMap.implementation() ::= <<
/* -------- ST start STAttrMap.implementation ------------ */
/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
@implementation STAttrMap
```

```
@synthesize templateLib;

<@STAttrMap.methods()>
@end
/* -------- ST end STAttrMap.implementation ------------ */
>>

@STAttrMap.memVars() ::= <<
/* -------- ST start STAttrMap.memVars ------------ */
  STGroup *templateLib;
/* -------- ST end STAttrMap.memVars ------------ */
>>

@STAttrMap.properties()
 ::= <<
/* -------- ST start STAttrMap.properties ------------ */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* -------- ST end STAttrMap.properties ------------ */
>>

@STAttrMap.methodsDecl() ::= <<
/* -------- ST start STAttrMap.methodsDecl ------------ */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
/* -------- ST end STAttrMap.methodsDecl ------------ */
>>

@STAttrMap.methods() ::= <<
/* -------- ST start STAttrMap.methods ------------ */
- (id) init
{
  self = [super initWithLen:16];
  if ( self != nil ) {
     templateLib = [STGroup newSTGroup:"<name>Templates"];
  }
  return self;
}

- (STAttrMap *) setObject:(id)aValue forKey:(NSString *)aAttrName
{
  [super setObject:aValue forKey:aAttrName];
  return self;
}

-
```

```
 (STAttrMap *) setObjectWithInt:(NSInteger)aValue forKey:(NSString *)aAttrName
{
  [super setObject:[NSNumber numberWithInteger:aValue] forKey:aAttrName];
  return self;
}
- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

- (STGroup *)getTemplateLib
{
  return templateLib;
}
/* -------- ST end STAttrMap.methods ------------ */
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ST ruleRefAndListLable */
<ruleRef(...)>
<listLabel(elem=[label getTemplate,...]>
>>

rewriteTemplate(alts) ::= <<
/* -------- ST start rewriteTemplate ------------ */
// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
/* -------- ST end rewriteTemplate ------------ */
>>

replaceTextInLine()
 ::= <<
/* -------- ST start replaceTextInLine ------------ */
<if(TREE_PARSER)>
[[(TokenRewriteStream *)input getTokenStream]
  replaceFromIndex:[[input getTreeAdaptor] getTokenStartIndex:retval.start]
         ToIndex:[[input getTreeAdaptor] getTokenStopIndex:retval.start]
           Text:retval.st];
<else>
```

```
[(TokenRewriteStream *)input)
      replaceFromIndex:[((CommonToken *)retval.start) getTokenIndex]
              ToIndex:[[input LT:-1] getTokenIndex]
                Text:retval.st];
<endif>
/* -------- ST end replaceTextInLine ------------ */
>>

rewriteTemplateAlt() ::= <<
/* -------- ST start rewriteTemplateAlt ------------ */
/* ST <it.description> */
<if(it.pred)>
if (<it.pred>) {
  retval.st = <it.alt>;
}<\n>
<else>
{
  retval.st = <it.alt>;
}<\n>
<endif>
/* -------- ST end rewriteTemplateAlt ------------ */
>>

rewriteEmptyTemplate(alts) ::= <<
nil;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value
 of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <<
/* -------- ST start rewriteExternalTemplate ------------ */
[templateLib getInstanceOf:@"<name>"
<if(args)>[[STAttrMap newSTAttrMap] <args:{a | setObject:<a.value> forKey:@"<a.name>"]}><endif>]
/* -------- ST end rewriteExternalTemplate ------------ */
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
/* -------- ST start rewriteIndirectTemplate ------------ */
[templateLib getInstanceOf:<expr>
<if(args)> [[STAttrMap newSTAttrMap]<args:{a | setObject:<a.value> forKey:@"<a.name>"]}>]
<else>]<endif>
/* -------- ST end rewriteIndirectTemplate ------------ */
```

```
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
/* -------- ST
 start rewriteInlineTemplate ------------ */
STGroup *templateLib;
templateLib.templates = [STAttrMap newSTAttrMap];
<if(args)> [templateLib.templates <args:{a | setObject:<a.value> forKey:@"<a.name>"];}><endif>
[ST newST:templateLib template:@"<template>"];
/* -------- ST end rewriteInlineTemplate ------------ */
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
/* -------- ST start rewriteAction ------------ */
<action>
/* -------- ST end rewriteAction ------------ */
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
/* -------- ST start actionSetAttribute ------------ */
[[ST attributes] setObject:<expr> forKey:@"<attrName>"];
<![<st> setAttribute:<expr> name:@"<attrName>"];!>
/* -------- ST end actionSetAttribute ------------ */
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
/* -------- ST start actionStringConstructor ------------ */
[ST newSTWithTemplate:<stringExpr>]
/* --------
 ST end actionStringConstructor ------------ */
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations()
 ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _first_0 = null;
<ASTLabelType> _last = null;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (state.backtracking==0) {<endif>

```
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
 ( state.backtracking==0 )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>
```

```
// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
>>

/**
 ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( state.backtracking==0 )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
```

```
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0")
 ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
```

```
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else>
 <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** Streams for token refs are tree nodes now; override to
```

```
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Perl5/ASTTreeParser.stg
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```
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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 // Implement this function in your helper file to use a custom tree adaptor
 partial void InitializeTreeAdaptor();
 protected DebugTreeAdaptor adaptor;

 public
 ITreeAdaptor TreeAdaptor
 {
  get
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
   <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
```

```
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef()
 ::= ": base( input, dbg )"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)><! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ASTDbg.stg
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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ActionScript/ASTParser.stg
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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python3/Dbg.stg
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/ST.stg
*
/antlr-3-5-3-jar/org/antlr/codegen/templates/Python3/ST.stg
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*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"

@outputFile.imports() ::= <<
```

```
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members()
 ::= <<
<if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int
 ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
```

```
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new
 RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, int port,
RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
 this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/** Basically we don't want to set any dbg listeners are root will have it. */
```

```
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()>
 = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);};
separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"
```

```
/*
* Many of the following rules were merged into CSharp2.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble()
 ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble() ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
```

```
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

//
 Region overrides that tell various constructs to add debugging triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"
```

```
//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt()
 ::= "<enterAlt(n=i)>"

//@element.prematch() ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>
```

```
/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/Dbg.stg
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*/
```

```
/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
```

```
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined
 into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
 retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
```

```
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
```

```
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
```

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text;
format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text;

```
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>
```

```
/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ASTTreeParser.stg
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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the format that mimicks GCC output.
*/

group gnu;

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

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

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

wantsSingleLineMessage() ::= "true"

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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.StringTemplate;
using Antlr.StringTemplate.Language;
<if(!backtracking)>
using Hashtable = System.Collections.Hashtable;
<endif>

>>

/** Add this
 to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
private StringTemplate _st;
public StringTemplate Template { get { return _st; } set { _st = value; } }
public override string ToString() { return (Template==null) ? string.Empty : Template.ToString(); }
>>

@genericParser.members() ::= <<
<@super.members()>
protected StringTemplateGroup templateLib = new StringTemplateGroup("<name>Templates",
typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateLib
```

```
{
 get { return this.templateLib; }
 set { this.templateLib = value; }
}

/// \<summary> Allows convenient multi-value initialization:
///  "new STAttrMap().Add(...).Add(...)"
/// \</summary>
protected class STAttrMap : Hashtable
{
 public STAttrMap Add(string attrName, object value)
 {
   base.Add(attrName, value);
   return this;
 }
 public STAttrMap Add(string attrName, int value)
 {
   base.Add(attrName, value);
   return this;
 }
}
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Template",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
```

```
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
((TokenRewriteStream)input).Replace(
 ((IToken)retval.Start).TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt() ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>) {
  retval.Template = <it.alt>;
}<\n>
<else>
{
  retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts)
 ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <<
templateLib.GetInstanceOf("<name>"<if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
templateLib.GetInstanceOf(<expr><if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>
```

```
/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/**
 An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
>>

/**
 Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
   retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
```

```
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if _first_<enclosingTreeLevel>
 is None:
   _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
   _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
```

```
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree
 = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
```

```
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={})
 ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
```

```
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>, <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
  _first_<treeLevel> = <label>.tree<\n>
<endif>
})>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
```

```
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
```

>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

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

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

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

wantsSingleLineMessage() ::= "false"

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/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid.
 There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (state.backtracking == 0) {<endif>
<\n><label>_tree = <createNodeFromToken(...)>;
<\n>adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ID! and output=AST (same as plain tokenRef) */
```

```
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (<actions.(actionScope).synpredgate>) {<endif>
<\n><label>_tree =
 <createNodeFromToken(...)>;
<\n>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending
 on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
```

```
(<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);<endif>},
...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts:
 (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);<endif>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <%
<super.ruleRef(...)>
<if(!ruleDescriptor.isSynPred)>
<\n><if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
<endif>
%>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when
 output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
```

```
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={})
 ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
<endif>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalO
ptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
```

```
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ASTParser.stg
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*/

/** The API version of the runtime that recognizers generated by this runtime
*  need.
*/
apiVersion() ::= "1"
```

```
/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
        backtracking, synpreds, memoize,
 numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,
        scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

# token names
tokenNamesMap = {
  0: "\<invalid>", 1: "\<EOR>", 2: "\<DOWN>", 3: "\<UP>",
  <tokens:{it | <it.type>: "<it.name>"}; wrap, separator=", ">
}
Token.registerTokenNamesMap(tokenNamesMap)

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
  from antlr3.main import LexerMain
```

```
  main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
  from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer",
 <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

  grammarFileName = "<fileName>"
  api_version = <apiVersion()>

  def __init__(self<grammar.delegators:{g|,
 <g:delegateName()>}>, input=None, state=None):
      if state is None:
          state = RecognizerSharedState()
      super().__init__(input, state)
```

```
<if(memoize)>
<if(grammar.grammarIsRoot)>
    self._state.ruleMemo = {}
<endif>
<endif>

    <grammar.directDelegates:
     {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
    <grammar.directDelegates:
     {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
    <grammar.delegators:
     {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
    <last(grammar.delegators):
     {g|self.gParent = <g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">


 <actions.lexer.init>


  <actions.lexer.members>


<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
  while True:
```

```
        if self.input.LA(1) == EOF:
            return self.makeEOFToken()

        self._state.token = None
        self._state.channel = DEFAULT_CHANNEL
        self._state.tokenStartCharIndex = self.input.index()
        self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
        self._state.tokenStartLine = self.input.line
        self._state._text
 = None
        try:
            m = self.input.mark()
            try:
                # means we won't throw slow exception
                self._state.backtracking = 1
                try:
                    self.mTokens()
                finally:
                    self._state.backtracking = 0

            except BacktrackingFailed:
                # mTokens backtracks with synpred at backtracking==2
                # and we set the synpredgate to allow actions at level 1.
                self.input.rewind(m)
                self.input.consume() # advance one char and try again

            else:
                self.emit()
                return self._state.token

        except RecognitionException as re:
            # shouldn't happen in backtracking mode, but...
            self.reportError(re)
            self.recover(re)


    def memoize(self, input, ruleIndex, ruleStartIndex, success):
      if self._state.backtracking > 1:
        # is Lexer always superclass?

     super().memoize(input, ruleIndex, ruleStartIndex, success)


    def alreadyParsedRule(self, input, ruleIndex):
      if self._state.backtracking > 1:
        return super().alreadyParsedRule(input, ruleIndex)
      return False
```

```
>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, inputStreamType, superClass, labelType, members,
        rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
# token names
tokenNames = [
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
  <tokenNames; wrap, separator=", ">
]

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from
 .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  grammarFileName = "<fileName>"
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
      if state is None:
          state = RecognizerSharedState()

      <@args()>
      super().__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
```

```
<endif>
<endif>

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

    <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
    <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

    <init>

    <grammar.delegators:
     {g|self.<g:delegateName()> = <g:delegateName()>};
 separator="\n">
    <grammar.directDelegates:
     {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
    <grammar.directDelegates:
     {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
    <last(grammar.delegators):
     {g|self.gParent = self.<g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <@init><@end>


  <@members><@end>

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>
 = frozenset([<it.tokenTypes:{it | <it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
```

```
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)


>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser", labelType="Token",
    members={<actions.parser.members>},
    init={<actions.parser.init>}
    ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TokenStream", superClass,
          labelType, members, "Token",
          false, init, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream
 is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
        init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TreeNodeStream", superClass,
          labelType, members, "Node",
          filterMode, init, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule,
 they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
```

```
  try:
    <block>

  finally:
    self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"


>>

synpred(name) ::= <<
def <name>(self):
  self._state.backtracking += 1
  <@start()>
  start = self.input.mark()
  try:
    self.<name>_fragment()
  except BacktrackingFailed:
    success = False
  else:
    success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success


>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input,
 <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>
```

```
/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>

 <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>
```

```
<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except RecognitionException as re:
    self.reportError(re)
    self.recover(self.input, re)
    <@setErrorReturnValue()>

<endif>
<else>
  finally:
    pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action) ::= <<
except <e.decl>:
   <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
```

```
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
  ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
```

```
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = self.input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
  self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
```

```
    _type = <ruleName>
    _channel = DEFAULT_CHANNEL

    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    self._state.type = _type
    self._state.channel = _channel
    <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
    self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
    <ruleScopeCleanUp()>
    <memoize()>
    pass

# $ANTLR end "<ruleName>"


>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
```

```
<@body><blockBody()><@end>
>>

blockBody() ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a
 | <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
```

```
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     if cnt<decisionNumber> >= 1:
        break #loop<decisionNumber>

     <ruleBacktrackFailure()>
     eee = EarlyExitException(<decisionNumber>, self.input)
     <@earlyExitException()>
     raise eee

  cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop()
 ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
```

```
  else:
     break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt, treeLevel,rew) ::= <<
#
 <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
```

```
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
```

```
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/**
 Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny()
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
```

```
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label, elementIndex) ::=
 <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
```

```
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
<label>StartLine<elementIndex>
 = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "<recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)   ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
```

```
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
  self.match(self.input,
 DOWN, None)
  <children:element()>
  self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
  <ruleBacktrackFailure()>
  raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>
>>

/**
 Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
```

```
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
  <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where I miss a switch statement
 in Python. ATM this is implemented as a list of if .. elif ..
 This
```

```
 may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if LA<decisionNumber> in {<labels; separator=", ">}:
  <targetState>
>>

// C y c l
 i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
```

```
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  "<dfa.javaCompressedEOT; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_eof = DFA.unpack(
  "<dfa.javaCompressedEOF; wrap="\"\n    \"">"
   )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  "<dfa.javaCompressedMin; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  "<dfa.javaCompressedMax; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  "<dfa.javaCompressedAccept; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
  "<dfa.javaCompressedSpecial; wrap="\"\n    \"">"
  )


DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack("<s; wrap="\"\n\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
```

```
    # convince pylint that my self_ magic is ok ;)
    # pylint: disable-msg=E0213

    # pretend we are a member of the recognizer
    # thus semantic predicates can be evaluated
    self = self_.recognizer

    _s = s

    <dfa.specialStateSTs:{state
| if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
    if self._state.backtracking > 0:
        raise BacktrackingFailed

<endif>
    nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
    self_.error(nvae)
    raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
  transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
```

```
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
  s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
  s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands)
 ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
```

```
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"

lookaheadSetTest(values,k,valuesAsInt) ::= <%
LA<decisionNumber>_<stateNumber> in {<values; separator=", ">}
%>

isolatedLookaheadSetTest(values,k,valuesAsInt) ::= <%
self.input.LA(<k>) in {<values; separator=", ">}
%>

lookaheadVarName(k)
 ::= "LA<decisionNumber>_<stateNumber>"
isolatedLookaheadVarName(k) ::= "self.input.LA(<k>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
```

```
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including
 default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
      super().__init__()

      <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
      <@ruleReturnInit()>


  <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"
```

```
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/*
 not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack) - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
 *  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"
```

```
/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach; and they are evaluated early;
// they cannot
 see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
```

```
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)]
 or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed
 in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"
```

```
/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<else>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"


// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python3/Python3.stg
No license file was found, but licenses were detected in source scan.


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

@outputFile.imports() ::= <<
<@super.imports()>

<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

parserCtorBody() ::=
 <%
<super.parserCtorBody()><\n>
TreeAdaptor =
<if(actions.(actionScope).treeAdaptorInitializer)>
 <actions.(actionScope).treeAdaptorInitializer>
<else>
 new <actions.(actionScope).treeAdaptorType; null="CommonTreeAdaptor">()
<end>
;
%>
```

```
/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|<ASTLabelType>
 <it.label.text>_tree = default(<ASTLabelType>);}; separator="\n">
<ruleDescriptor.tokenListLabels:{it|<ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);};
separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
>>
```

```
/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
<endif>
<endif>
>>

// T
 r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
```

```
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep,
 // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
```

```
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if
 (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new
 RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
  separator="\n"
```

```
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,
 // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
```

```
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType>
 root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
```

```
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(),
 root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting
 in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>
```

```
rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
```

new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create
 new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite

```
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
  <block>
<else>
<block>
<endif>
>>

/**
 Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
  retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
```

```
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if _first_<enclosingTreeLevel>
 is None:
   _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
   _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
```

```
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree
 = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
```

```
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={})
 ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
```

```
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>, <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>.tree<\n>
<endif>
})>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
```

```
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

Found in path(s):
```

* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/ASTTreeParser.stg
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```
/*
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*/

@outputFile.imports() ::= <<
<@super.imports()>

<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
```

```
<parserMembers()>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
<treeAdaptorType()>
 treeAdaptor = default(<treeAdaptorType()>);
CreateTreeAdaptor(ref treeAdaptor);
TreeAdaptor = treeAdaptor<if(!actions.(actionScope).treeAdaptorType)> ?? new CommonTreeAdaptor()<endif>;
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void CreateTreeAdaptor(ref <treeAdaptorType()> adaptor);

private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType>
 root_0 = default(<ASTLabelType>);<\n>
>>
```

```
ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <%
<super.ruleLabelDefs(...)>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.tokenListLabels:{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it|<\n>RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}>
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it|<\n>RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}>
<endif>
%>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same
 alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST && outerAlt && !rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>
```

```
/**
 Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
```

```
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt();
 separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
```

```
 separator="\n"
>
<referencedRuleLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
 separator="\n"
>
<referencedRuleListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el
 | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
```

```
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites:
 "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
```

```
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/**
 Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What
```

```
 is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label)
 ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>
```

```
createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={})
 ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/AST.stg
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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue()
 ::= <<
retval.tree = (<ASTLabelType>)(ADAPTOR->errorNode(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
```

```
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>


/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>


/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus
 ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>);},...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions,postmatchCode) ::= "<super.matchSet(...)>"
```

```
// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createNodeFromToken(...)>,
 root_0));},...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>ADAPTOR->addChild(ADAPTOR, root_0,
<label>.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 = (<ASTLabelType>)(ADAPTOR-
>becomeRoot(ADAPTOR, <label>.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelAST(...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelAST(...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
```

```
<listLabelAST(...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
   <ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
   <ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<if(backtracking)>
```

}<\n>
<endif>
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/ASTParser.stg
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*/
/** Template overrides to add debugging to normal C output;
* If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/
@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
const char *
ruleNames[] =
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">

```
 };<\n>
<endif>
<if(grammar.grammarIsRoot)> <! grammar imports other grammar(s) !>
static ANTLR3_UINT32
 ruleLevel = 0;
static ANTLR3_UINT32 getRuleLevel()
{
 return ruleLevel;
}
static void incRuleLevel()
{
 ruleLevel++;
}
static void decRuleLevel()
{
 ruleLevel--;
}
<else> <! imported grammar !>
static ANTLR3_UINT32
getRuleLevel()
{
 return <grammar.delegators:{g| <g:delegateName()>}>->getRuleLevel();
}
static void incRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>->incRuleLevel();
}
static void
decRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel();
}
<endif>
<if(profile)>
// Profiling not yet implemented for C target
//
<endif>
<if(grammar.grammarIsRoot)>
<ctorForPredefinedListener()>
<else>
<ctorForDelegateGrammar()>
<endif>

static ANTLR3_BOOLEAN
evalPredicate(p<name> ctx, ANTLR3_BOOLEAN result, const char * predicate)
{
  DBG->semanticPredicate(DBG, result, predicate);
  return result;
```

```
}<\n>
>>

@genericParser.debugStuff() ::= <<
<if(grammar.grammarIsRoot)>
<createListenerAndHandshake()>
<endif>
>>

ctorForProfilingRootGrammar() ::=
 <<
>>

/** Basically we don't want to set any dbg listeners as root will have it. */
ctorForDelegateGrammar() ::= <<

>>

ctorForPredefinedListener() ::= <<

>>

createListenerAndHandshake() ::= <<
{
 // DEBUG MODE code
 //
 pANTLR3_DEBUG_EVENT_LISTENER  proxy;
 proxy = antlr3DebugListenerNew();
 proxy->grammarFileName = INPUT->tokenSource->strFactory->newStr8(INPUT->tokenSource->strFactory,
(pANTLR3_UINT8)ctx->getGrammarFileName());

<if(TREE_PARSER)>
 proxy->adaptor = ADAPTOR;
<endif>
 PARSER->setDebugListener(PARSER, proxy);

 // Try to connect to the debugger (waits forever for a connection)
 //
 proxy->handshake(proxy);

 // End DEBUG MODE code
 //
}
>>


@rule.preamble() ::= <<
if ( getRuleLevel()==0 )
```

```
{
 DBG->commence(DBG);
}
DBG->enterRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
incRuleLevel();
DBG->location(DBG, <ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);<\n>
>>

@rule.postamble() ::= <<
DBG->location(DBG, <ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);<\n>
DBG->exitRule(DBG,
 getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
if ( getRuleLevel()==0 )
{
 DBG->terminate(DBG);
}
<\n>
>>

@checkRuleBacktrackFailure.debugClean() ::= <<
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
>>

@synpred.start() ::= "DBG->beginBacktrack(DBG, BACKTRACKING);"

@synpred.stop() ::= "DBG->endBacktrack(DBG, BACKTRACKING, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::=
  "DBG->enterSubRule(DBG, <decisionNumber>);<\n>"

exitSubRule() ::=
  "DBG->exitSubRule(DBG, <decisionNumber>);<\n>"

enterDecision() ::=
  "DBG->enterDecision(DBG, <decisionNumber>);<\n>"

exitDecision() ::=
  "DBG->exitDecision(DBG, <decisionNumber>);<\n>"

enterAlt(n) ::= "DBG->enterAlt(DBG, <n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"
```

```
@block.postdecision()
 ::= "<exitDecision()>"

@block.postbranch() ::= "<exitSubRule()>"

@ruleBlock.predecision() ::= "<enterDecision()>"

@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

@positiveClosureBlock.predecision() ::= "<enterDecision()>"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException() ::=
   "DBG->recognitionException(DBG, EXCEPTION);<\n>"

@closureBlock.preloop() ::= "<enterSubRule()>"

@closureBlock.postloop() ::= "<exitSubRule()>"

@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision() ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"

@element.prematch() ::=
   "DBG->location(DBG, <e.line>, <e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
    "DBG->recognitionException(DBG, EXCEPTION);"

@newNVException.noViableAltException() ::= "DBG->recognitionException(DBG, EXCEPTION);"

dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
if  (HASEXCEPTION())
{
```

```
 DBG->recognitionException(DBG, EXCEPTION);
   goto rule<ruleDescriptor.name>Ex;
}
<checkRuleBacktrackFailure()>
>>

@cyclicDFA.errorMethod() ::= <<
//static void
//dfaError(p<name> ctx)
//{
//    DBG->recognitionException(DBG, EXCEPTION);
//}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(ctx, <pred>, (const char *)"<description>")
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/Dbg.stg
No license file was found, but licenses were detected in source scan.

/*
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(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF

```
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*/

javaTypeInitMap ::= [
 "int":"0",
 "long":"0",
 "float":"0.0f",
 "double":"0.0",
 "boolean":"false",
 "byte":"0",
 "short":"0",
 "char":"0",
 default:"null" // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"true",
 "false":"false",
 default:"false"
]

/**
 The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
import org.antlr.runtime.tree.*;
<endif>
import java.util.Stack;
import java.util.List;
import java.util.ArrayList;
```

```
<if(backtracking)>
import java.util.Map;
import java.util.HashMap;
<endif>
<@end>

<docComment>
@SuppressWarnings("all")
<recognizer>

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer")
 ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
 <tokens:{it | public static final int <it.name>=<it.type>;}; separator="\n">
 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
 }

 public <grammar.recognizerName>() {} <! needed by subclasses !>
 public <grammar.recognizerName>(CharStream input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
  this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(CharStream
 input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
  super(input,state);
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new HashMap[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
```

```
  {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
 @Override public String getGrammarFileName() { return "<fileName>"; }

<if(filterMode)>
 <filteringNextToken()>
<endif>
 <rules; separator="\n\n">

 <synpreds:{p | <lexerSynpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

}
>>

/** A override of
 Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
@Override
public Token nextToken() {
 while (true) {
  if ( input.LA(1)==CharStream.EOF ) {
   Token eof = new CommonToken(input,Token.EOF,
         Token.DEFAULT_CHANNEL,
         input.index(),input.index());
   eof.setLine(getLine());
   eof.setCharPositionInLine(getCharPositionInLine());
   return eof;
  }
  state.token = null;
 state.channel = Token.DEFAULT_CHANNEL;
  state.tokenStartCharIndex = input.index();
  state.tokenStartCharPositionInLine = input.getCharPositionInLine();
  state.tokenStartLine = input.getLine();
 state.text = null;
  try {
   int m = input.mark();
   state.backtracking=1; <! means we won't throw slow exception !>
   state.failed=false;
```

```
  mTokens();
  state.backtracking=0;
  <!
 mTokens backtracks with synpred at backtracking==2
    and we set the synpredgate to allow actions at level 1. !>
  if ( state.failed ) {
   input.rewind(m);
   input.consume(); <! advance one char and try again !>
  }
  else {
   emit();
   return state.token;
  }
 }
 catch (RecognitionException re) {
  // shouldn't happen in backtracking mode, but...
  reportError(re);
  recover(re);
 }
}
}

@Override
public void memoize(IntStream input,
  int ruleIndex,
  int ruleStartIndex)
{
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

@Override
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules,
 numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
```

```
<if(grammar.grammarIsRoot)>
 public static final String[] tokenNames = new String[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ", wrap="\n\t\t">
 };
<endif>
 <tokens:{it |public static final int <it.name>=<it.type>;}; separator="\n">

 // delegates
 <grammar.delegates: {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
 }

 // delegators
 <grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<@members>
 <!
 WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
  this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
  super(input, state);
  <parserCtorBody()>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
  <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
<@end>

 @Override public String[] getTokenNames() { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
 @Override public String getGrammarFileName()
 { return "<fileName>"; }

 <members>

 <rules; separator="\n\n">
```

```
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 public <returnType(ruleDescriptor)> <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
throws <ruleDescriptor.throwsSpec; separator=", "> { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ru
leDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>); \}}; separator="\n">

 <synpreds:{p | <synpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

 <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
      words64=it.bits)>};
 separator="\n">
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new HashMap[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
 {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser", labelType="Token",
     members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TokenStream", superClass,
           labelType, members, "Token",
           false, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
```

```
         members={<actions.treeparser.members>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public final void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>};
 separator=", "> {
 <ruleLabelDefs()>
<if(trace)>
 traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try {
  <block>
 }
 finally {
  traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
 }
<else>
 <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
 state.backtracking++;
 <@start()>
 int start = input.mark();
 try {
  <name>_fragment(); // can never throw exception
 } catch (RecognitionException re) {
  System.err.println("impossible: "+re);
 }
 boolean success = !state.failed;
```

```
 input.rewind(start);
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) {
<returnStatement(({<ruleReturnValue()>}))> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if
 (state.failed) <returnStatement(({<ruleReturnValue()>}))><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true;
<returnStatement(({<ruleReturnValue()>}))>}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
<if(isPredefinedRewriteRule.(ruleName) && filterMode && buildAST)>
@Override
<endif>
public final <returnType(ruleDescriptor)> <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>}; separator=", "> {
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
```

```
 <ruleLabelDefs()>
 <ruleDescriptor.actions.init>
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re) {
  reportError(re);
  recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally {
  // do for sure before leaving
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
 }
 <@postamble()>
 <returnStatement(({<ruleReturnValue()>}), false)>
}
// $ANTLR end "<ruleName>"
>>

returnStatement(returnValue, force=true) ::= <%
<if(!isEmptyString.(returnValue))>
 return <returnValue>;
<elseif(force)>
 return;
<endif>
%>

catch(decl,action) ::= <<
catch (<e.decl>) {
```

```
 <e.action>
}
>>

ruleDeclarations()
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.start = input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>


ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |<labelType> <it.label.text>=null;};
 separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it |<labelType> <it.label.text>=null;}; separator="\n"
```

```
>
<ruleDescriptor.charLabels:{it |int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
public final void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws RecognitionException
{
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 try {
```

```
<if(nakedBlock)>
 <ruleMemoization(name=ruleName)>
 <lexerRuleLabelDefs()>
 <ruleDescriptor.actions.init>
 <block>
<else>
 int _type = <ruleName>;
 int _channel = DEFAULT_TOKEN_CHANNEL;
 <ruleMemoization(name=ruleName)>
 <lexerRuleLabelDefs()>
 <ruleDescriptor.actions.init>
 <block>
 <ruleCleanUp()>
 state.type = _type;
 state.channel
= _channel;
 <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally {
  // do for sure before leaving
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeCleanUp()>
  <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@Override
public void mTokens() throws RecognitionException {
 <block>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
```

```
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
```

```
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch
 (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
  <ruleBacktrackFailure()>
  EarlyExitException eee = new EarlyExitException(<decisionNumber>, input);
  <@earlyExitException()>
  throw eee;
 }
 cnt<decisionNumber>++;
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  break loop<decisionNumber>;
 }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 *  so we can just use the normal block template
*/
optionalBlock ::= block
```

```
optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum> :
 <@prealt()>
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::=
 <<
<if(label)><label>=(<labelType>)<endif>match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex
>); <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
```

```
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList\<Object>();
list_<label>.add(<elem>);
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
<endif>
if ( <s>
 ) {
 input.consume();
 <postmatchCode>
<if(!LEXER)>
 state.errorRecovery=false;
<endif>
 <if(backtracking)>state.failed=false;<endif>
}
else {
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 <@mismatchedSetException()>
<if(LEXER)>
 recover(mse);
```

```
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
 !>
<endif>
}
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
int <label>Start = getCharIndex();
match(<string>); <checkRuleBacktrackFailure()>
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
 <label>Start, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
```

```
<label> = input.LA(1);
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule
 name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);
state._fsp--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
 <checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
```

```
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(EOF);
 <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "int <recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
```

```
<children:element()>
match(input,
 Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else {
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
<endif>
>>

nvaExceptionWrapperMap ::= [
 "1":"wrapNvaExceptionForK1",
 "2":"wrapNvaExceptionForK2",
 default:"wrapNvaExceptionForKN"
]

wrapNvaExceptionForK1(exceptionCode)
 ::= <<
<exceptionCode>
>>

wrapNvaExceptionForK2(exceptionCode) ::= <<
```

```
int nvaeMark = input.mark();
try {
 input.consume();
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

wrapNvaExceptionForKN(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
 for (int nvaeConsume = 0; nvaeConsume \< <k> - 1; nvaeConsume++) {
  input.consume();
 }
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
>>

/** A DFA
 state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
 alt<decisionNumber>=<eotPredictsAlt>;
}
```

```
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr,
 targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
 <edges; separator="\n">
}
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>)
```

```
 ) {
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;
<endif>
}
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa)
 ::= <<
static final String DFA<dfa.decisionNumber>_eotS =
 "<dfa.javaCompressedEOT; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_eofS =
 "<dfa.javaCompressedEOF; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_minS =
 "<dfa.javaCompressedMin; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_maxS =
 "<dfa.javaCompressedMax; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_acceptS =
 "<dfa.javaCompressedAccept; wrap="\"+\n\t\"">";
```

```
static final String DFA<dfa.decisionNumber>_specialS =
 "<dfa.javaCompressedSpecial; wrap="\"+\n\t\"">}>";
static final String[] DFA<dfa.decisionNumber>_transitionS = {
  <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
};

static final short[] DFA<dfa.decisionNumber>_eot =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static final short[] DFA<dfa.decisionNumber>_eof =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static final char[] DFA<dfa.decisionNumber>_min
 = DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static final char[] DFA<dfa.decisionNumber>_max =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static final short[] DFA<dfa.decisionNumber>_accept =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static final short[] DFA<dfa.decisionNumber>_special =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static final short[][] DFA<dfa.decisionNumber>_transition;

static {
 int numStates = DFA<dfa.decisionNumber>_transitionS.length;
 DFA<dfa.decisionNumber>_transition = new short[numStates][];
 for (int i=0; i\<numStates; i++) {
  DFA<dfa.decisionNumber>_transition[i] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
 }
}

protected class DFA<dfa.decisionNumber> extends DFA {

 public DFA<dfa.decisionNumber>(BaseRecognizer recognizer) {
  this.recognizer = recognizer;
  this.decisionNumber = <dfa.decisionNumber>;
  this.eot = DFA<dfa.decisionNumber>_eot;
  this.eof
 = DFA<dfa.decisionNumber>_eof;
  this.min = DFA<dfa.decisionNumber>_min;
  this.max = DFA<dfa.decisionNumber>_max;
  this.accept = DFA<dfa.decisionNumber>_accept;
  this.special = DFA<dfa.decisionNumber>_special;
  this.transition = DFA<dfa.decisionNumber>_transition;
 }
 @Override
 public String getDescription() {
  return "<dfa.description>";
 }
 <@errorMethod()>
<if(dfa.specialStateSTs)>
```

```
 @Override
 public int specialStateTransition(int s, IntStream _input) throws NoViableAltException {
  <if(LEXER)>
  IntStream input = _input;
  <endif>
  <if(PARSER)>
  TokenStream input = (TokenStream)_input;
  <endif>
  <if(TREE_PARSER)>
  TreeNodeStream input = (TreeNodeStream)_input;
  <endif>
  int _s = s;
  switch ( s ) {
  <dfa.specialStateSTs:{state |
  case <i0> : <! compressed special state numbers 0..n-1 !>
   <state>}; separator="\n">
  }
<if(backtracking)>
  if (state.backtracking>0) {state.failed=true; return -1;}
<endif>
  NoViableAltException nvae =
   new NoViableAltException(getDescription(),
 <dfa.decisionNumber>, _s, input);
  error(nvae);
  throw nvae;
 }
<endif>
}
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.index();
input.rewind();
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);
<endif>
if ( s>=0 ) return s;
break;
>>
```

```
/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}
>>

/** An edge pointing
 at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= "(input.LA(<k>) >= <lower> && input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S
```

```
globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>

/** Generate
 the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<returnScopeBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
```

```
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
 static class <ruleDescriptor:returnStructName()> extends <returnScopeBaseType()> {
 <if(scope)><scope.attributes:{it |public <it.decl>;}; separator="\n"><endif>
 <@ruleReturnMembers()>
};
<endif>
>>

returnScopeBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
%>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name>
<else>
<scope>_stack.peek().<attr.name>
```

```
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name> =<expr>;
<else>
<scope>_stack.peek().<attr.name>
 =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
%>
```

```
/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/**
 ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.getText():null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.getType():0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.getLine():0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.getCharPositionInLine():0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.getChannel():0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.getTokenIndex():0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.start})>):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.stop})>):null)"
ruleLabelPropertyRef_tree(scope,attr)
 ::= "(<scope>!=null?((<ASTLabelType>)<scope>.getTree()):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toString(<scope>.start,<scope>.stop):null)
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?((StringTemplate)<scope>.getTemplate()):null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
 "(<scope>!=null?<scope>.getType():0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
 "(<scope>!=null?<scope>.getLine():0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
 "(<scope>!=null?<scope>.getCharPositionInLine():-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
 "(<scope>!=null?<scope>.getChannel():0)"
lexerRuleLabelPropertyRef_index(scope,attr)
```

```
 ::=
 "(<scope>!=null?<scope>.getTokenIndex():0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
 "(<scope>!=null?<scope>.getText():null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
 "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(<castToLabelType(\"retval.start\")>)"
rulePropertyRef_stop(scope,attr) ::= "(<castToLabelType(\"retval.stop\")>)"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr)
 ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
%>
```

```
/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name,
 words64) ::= <<
public static final BitSet <name> = new BitSet(new long[]{<words64:{it |<it>L};separator=",">});
>>

codeFileExtension() ::= ".java"

true_value() ::= "true"
false_value() ::= "false"

isEmptyString ::= [
 "" : true,
 default : false
]

isTrue ::= [
 "true" : true,
 default : false
]

isDefaultLabelType ::= [
 "Token" : true,
 default : false
]

isPredefinedRewriteRule ::= [
 "topdown" : true,
 "bottomup" : true,
 default : false
]

castToLabelType(value) ::= <%
<if(!isDefaultLabelType.(labelType))>
(<labelType>)
<endif>
<value>
%>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/Java.stg
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```

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

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/
@rule.setErrorReturnValue() ::= <<
/* ASTParser rule.setErrorReturnValue */
retval.tree
 = (<ASTLabelType> *)[treeAdaptor errorNode:input From:retval.start To:[input LT:-1] Exception:re];
<! System.out.println("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF
```

```
/** ID and output=AST */
tokenRef(token, label, elementIndex, terminalOptions) ::= <<
/* ASTParser tokenRef */
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
[treeAdaptor addChild:<label>_tree  toTree:root_0];
<if(backtracking)>}<endif>
>>

/* ID! and output=AST (same as plain tokenRef) */
/* ASTParser tokenRefBang */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefBangAndListLabel */
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
/* ASTParser tokenRefRuleRootAndListLabel */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST
```

```
// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template
 name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <%
/* ASTParser matchSet */
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
  [treeAdaptor addChild:<createNodeFromToken(...)> toTree:root_0 ];}, ...)>
%>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTParser matchRuleBlockSet */
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions, postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
/* ASTParser matchSetRuleRoot */
<if(label)>
<label>=(<labelType> *)[input LT:1]; /* matchSetRuleRoot *//<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createNodeFromToken(...)> old:root_0];}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRef */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
[treeAdaptor addChild:[<label> getTree] toTree:root_0];
>>
```

```
/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRoot */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:[<label>
 getTree] old:root_0];
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefAndListLabel */
<ruleRef(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefBangAndListLabel */
<ruleRefBang(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcard */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  [treeAdaptor addChild:[[treeAdaptor create:<label>] retain] toTree:root_0];
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions)
 ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcardRuleRoot */
```

```
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <label>_tree = [[treeAdaptor create:<label>] retain]
  root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
/* ASTParser createNodeFromToken */
<if(terminalOptions.node)>
[<terminalOptions.node> new<terminalOptions.node>:<label>] <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType> *)[[treeAdaptor create:<label>] retain]
<endif>
>>

// straight from java cleanup ///
ruleCleanUp() ::= <<
/* ASTParser ruleCleanUp */
<super.ruleCleanUp()>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
  retval.tree = (<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0];
  [treeAdaptor setTokenBoundaries:retval.tree
 From:retval.start To:retval.stopToken];
<if(backtracking)>}<endif>
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTParser.stg
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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

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

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

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

wantsSingleLineMessage() ::= "true"

Found
 in path(s):
* /antlr-3-5-3-jar/org/antlr/tool/templates/messages/formats/vs2005.stg
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*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
public static readonly
 string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
```

```
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input,
 ruleIndex, stopIndex, <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier;
 null="public"> <name>( <inputStreamType> input, int port, RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
```

```
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/**
 Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|,
 <g:delegateName()>}>);}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>
```

```
createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Much of the following rules were merged into CSharp3.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble()
 ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
```

```
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

// Region overrides that tell various constructs to add debugging
```

triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException(eee<decisionNumber>);<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

//@element.prematch()
::=
// "dbg.Location(<it.line>, <it.pos>);"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException(mse);"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException(nvae);"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException(nvae);"

```
//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/Dbg.stg
No license file was found, but licenses were detected in source scan.

```
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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;

 public ITreeAdaptor TreeAdaptor
 {
  get
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor
 = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
   <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
```

```
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef() ::= ": base( input, dbg )"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)><! don't create new
 adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ASTDbg.stg
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*/

```
/*
* This code generating template and the associated Cpp runtime was produced by:
* Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim Idle )
*/
cTypeInitMap ::= [
 "int"     : "0",             // Integers     start out being 0
 "long"    : "0",             // Longs        start out being 0
 "float"   : "0.0",           // Floats       start out being 0
 "double"  : "0.0",           // Doubles      start out being 0
 "bool"    : "false",
  // Booleans     start out being Antlr C for false
 "byte"    : "0",             // Bytes        start out being 0
 "short"   : "0",             // Shorts       start out being 0
 "char"    : "0"              // Chars        start out being 0
]

leadIn(type) ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -               for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -              for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
```

```
*     -         for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* C++ language generator and runtime by Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim
Idle )
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
 */
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C++ source")>
*/
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```

```
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<if(actions.(actionScope).header)>

/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include    "<name>.hpp"
<if(trace)>
#include \<iostream>
<endif>
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
```

```
<recognizer.grammar.delegators: {g|#include "<g.recognizerName>.hpp" }; separator="\n">
<endif>

<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>

<beginNamespace(actions)>

/**
 String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endNamespace(actions)>

<endif>

/* ============================================================================= */

/* =============================================================================
* Start of recognizer
*/

<recognizer>

/* End of code
* =============================================================================
*/

>>
headerFileExtension() ::= ".hpp"

beginNamespace(actions) ::= <%
 <if(actions.(actionScope).namespace)>
 namespace <actions.(actionScope).namespace> {
 <endif>
%>

endNamespace(actions) ::=
```

```
 <%
 <if(actions.(actionScope).namespace)>
 }
 <endif>
%>


headerFile( LEXER,
          PARSER,
          TREE_PARSER,
          actionScope,
          actions,
          docComment,
          recognizer,
          name,
          tokens,
          tokenNames,
          rules,
          cyclicDFAs,
          bitsets,
          buildTemplate,
          buildAST,
          rewriteMode,
          profile,
          backtracking,
          synpreds,
          memoize,
          numRules,
          fileName,
          ANTLRVersion,
          generatedTimestamp,
          trace,
          scopes,
          superClass,
          literals
        ) ::=
<<
<leadIn("C++ header")>
<if(PARSER)>
* The parser <mainName()> has the callable functions (rules) shown below,
<endif>
<if(LEXER)>
* The lexer <mainName()> has the callable functions (rules) shown below,
<endif>
<if(TREE_PARSER)>
* The tree parser <mainName()> has the callable functions
 (rules) shown below,
<endif>
```

```
* which will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors and so on.
*
*/
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#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* =============================================================================
* Standard antlr3 C++ runtime definitions
*/
#include \<antlr3.hpp>

/* End of standard antlr 3 runtime definitions
```

```
* ============================================================================
*/

<actions.(actionScope).includes>

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include "<g.recognizerName>.hpp"}; separator="\n">

<endif>


<actions.(actionScope).header>

#ifdef WIN32
// Disable: Unreferenced parameter,       - Rules with parameters that are not used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
//          initialized but unused variable     - tree rewrite variables declared but not needed
//          Unreferenced local variable      - lexer rule declares but does not always
 use _type
//          potentially unitialized variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* ========================
* BACKTRACKING IS ENABLED
* ========================
*/
<endif>

<beginNamespace(actions)>

<if(recognizer.grammar.delegators)>
```

```
// Include delegator definition
 classes
//
<recognizer.grammar.delegators: {g|class <g.recognizerName>; }; separator="\n">
<endif>

<actions.(actionScope).traits>
typedef <name>Traits <name>ImplTraits;

<rules:{r | <if(r.ruleDescriptor.isSynPred)> struct <r.ruleDescriptor.name> {\}; <endif>}; separator="\n">

class <name>Tokens
{
public:
 /** Symbolic definitions of all the tokens that the <grammarType()> will work with.
  *
  * Antlr will define EOF, but we can't use that as it it is too common in
  * in C header files and that would be confusing. There is no way to filter this out at the moment
  * so we just undef it here for now. That isn't the value we get back from C recognizers
  * anyway. We are looking for ANTLR_TOKEN_EOF.
  */
 enum Tokens
 {
  EOF_TOKEN = <name>ImplTraits::CommonTokenType::TOKEN_EOF
  <tokens:{it | , <it.name> = <it.type> }; separator="\n">
 };

};

/** Context tracking structure for <mainName()>
*/
class <name> : public <componentBaseType()>, public <name>Tokens
{
public:
 typedef
 <name>ImplTraits ImplTraits;
 typedef <name> ComponentType;
 typedef ComponentType::StreamType StreamType;
 typedef <componentBaseType()> BaseType;
 typedef ImplTraits::RecognizerSharedStateType\<StreamType> RecognizerSharedStateType;
 typedef StreamType InputType;
<if(recognizer.filterMode)>
 static const bool IsFiltered = true;
<else>
 static const bool IsFiltered = false;
<endif>

 <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
```

```
 <rules:{r | <if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)><endif>}>

private:
<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules:
 {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>
  <@members>
  <@end>

public:
  <name>(InputType* instream<recognizer.grammar.delegators:{g|, <g.recognizerName>*
<g:delegateName()>}>);
  <name>(InputType* instream, RecognizerSharedStateType* state<recognizer.grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>);

  void init(InputType* instream <recognizer.grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>
);

  <actions.(actionScope).context>

<if(LEXER)>
<if(recognizer.filterMode)>
  void  memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart);
  bool  alreadyParsedRule(ANTLR_MARKER ruleIndex);
  <filteringNextToken()>
<endif>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
m<r.ruleDescriptor.name>( <r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>
 <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred( antlr3::ClassForwarder\<
<r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnScope(ruleDescriptor=r.ruleDescriptor)>}>
```

```
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)> <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<r.ruleDescriptor.name> (<r.ruleDescriptor.parameterScope:parameterScope()>); <endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>  <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred(
antlr3::ClassForwarder\< <r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
<! generate rule/method definitions for imported rules
 so they
  appear to be defined in this recognizer. !>
  // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
  <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">
<endif>

  const char *    getGrammarFileName();
  void            reset();
  ~<name>();

};

// Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
<if(!recognizer.grammar.grammarIsRoot)>
extern ANTLR_UINT8*   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/* End of token definitions for <name>
* =============================================================================
*/

<endNamespace(actions)>

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

grammarType() ::= <%
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
```

```
<if(TREE_PARSER)>
tree parser
<endif>
%>

componentType()
 ::= <<
<if(PARSER)>
<name>ImplTraits::ParserType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType
<endif>
>>

componentBaseType() ::= <%
<if(PARSER)>
<name>ImplTraits::BaseParserType
<endif>
<if(LEXER)>
<name>ImplTraits::BaseLexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::BaseTreeParserType
<endif>
%>

streamType() ::= <<
<if(PARSER)>
<name>ImplTraits::ParserType::StreamType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType::StreamType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType::StreamType
<endif>
>>


mainName() ::= <%
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
```

```
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
%>

headerReturnScope(ruleDescriptor) ::= "<returnScope(scope=ruleDescriptor.returnScope)>"

headerReturnType(ruleDescriptor) ::= <%
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
%>

// Produce the lexer output
//
lexer(  grammar,
 name,
       tokens,
      scopes,
      rules,
      numRules,
      filterMode,
      superClass,
      labelType="ImplTraits::CommonTokenType*") ::= <<

using namespace antlr3;

<beginNamespace(actions)>

<if(filterMode)>

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
*/
void <name>::memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart)
{
 BaseType* base = this;
 if ( this->get_backtracking()>1 )
```

```
  base->memoize( ruleIndex, ruleParseStart );

}

bool <name>::alreadyParsedRule(ANTLR_MARKER ruleIndex)
{
 BaseType* base = this;
 if ( this->get_backtracking() > 1 )
  return base->haveParsedRule(ruleIndex);
 return false;
}

<endif>

/* =============================================================================
* Lexer
 matching rules end.
* =============================================================================
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

<name>::~<name>()
{
<if(memoize)>
 RuleMemoType* rulememo = this->getRuleMemo();
 if(rulememo != NULL)
 {
  delete rulememo;
  this->setRuleMemo(NULL);
 }
<endif>
<if(grammar.directDelegates)>
 // Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
 <grammar.directDelegates:
       {g| m_<g:delegateName()>->set_lexstate(NULL);
       delete m_<g:delegateName()>; }; separator="\n">
<endif>
}

void
<name>::reset()
{
   this->get_rec()->reset();
```

```
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
 return fileName;
}

/** \brief Create a new lexer called
 <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, NULL)
{
 // See if we can create a new lexer with the standard constructor
 //
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, state)
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}
 >);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>} >)
{
   /* -----------------------------------------------------------------
```

```
    * Memory for basic structure is allocated, now to fill in
    * in base ANTLR3 structures. We initialize the function pointers
    * for the standard ANTLR3 lexer function set, but upon return
    * from here, the programmer may set the pointers to provide custom
    * implementations of each function.
    *
    * We don't use the macros defined in <name>.h here so you can get a sense
    * of what goes where.
    */

<if(memoize)>
<if(grammar.grammarIsRoot)>
   // Create a LIST for recording rule memos.
   //
   this->setRuleMemo( new IntTrie(15) ); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
       {g|m_<g:delegateName()>
 = new <g.recognizerName>(instream, this->get_lexstate(), this<grammar.delegators:{g|, <g:delegateName()>}>);};
separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
       {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
<endif>
}

<if(cyclicDFAs)>

/* ============================================================================
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ============================================================================
```

```
* Functions to match the lexer grammar defined tokens from the input stream
*/

<rules; separator="\n\n">

/* =============================================================================
* Lexer matching rules end.
* =============================================================================
 */
<if(synpreds)>

/* =============================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* =============================================================================
* Lexer syntactic predicates end.
* =============================================================================
*/
<endif>

/* End of Lexer code
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
*/

<endNamespace(actions)>

>>


filteringNextToken() ::= <<
<name>ImplTraits::CommonTokenType*
<name>ImplTraits::TokenSourceType::nextToken()
{
  LexerType*   lexer;
  typename LexerType::RecognizerSharedStateType* state;

  lexer   = this->get_super();
  state = lexer->get_lexstate();

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.

 */
  state->set_token_present( false );
  state->set_error( false );     /* Start out without an exception */
  state->set_failedflag(false);
```

```
 /* Record the start of the token in our input stream.
  */
 state->set_tokenStartCharIndex( lexer->index();
 state->set_tokenStartCharPositionInLine( lexer->getCharPositionInLine() );
 state->set_tokenStartLine( lexer->getLine() );
 state->set_text("");

 /* Now call the matching rules and see if we can generate a new token
  */
 for (;;)
 {
if (lexer->LA(1) == ANTLR_CHARSTREAM_EOF)
{
 /* Reached the end of the stream, nothing more to do.
  */
 CommonTokenType&    teof = m_eofToken;

 teof.set_startIndex(lexer->getCharIndex());
 teof.set_stopIndex(lexer->getCharIndex());
 teof.setLine(lexer->getLine());
 return  &teof;
}

state->set_token_present(false);
state->set_error(false);     /* Start out without an exception */

{
 ANTLR_MARKER   m;

 m = this->get_istream()->mark();
 state->set_backtracking(1);    /*
No exceptions */
 state->set_failedflag(false);

 /* Call the generated lexer, see if it can get a new token together.
  */
 lexer->mTokens();
    state->set_backtracking(0);

  <! mTokens backtracks with synpred at BACKTRACKING==2
  and we set the synpredgate to allow actions at level 1. !>

 if(state->get_failed())
 {
  lexer->rewind(m);
  lexer->consume(); <! advance one char and try again !>
 }
```

```
  else
  {
   lexer->emit();     /* Assemble the token and emit it to the stream */
   TokenType& tok = state->get_token();
   return &tok;
  }
 }
  }
}
>>

actionGate() ::= "this->get_backtracking()==0"

filteringActionGate() ::= "this->get_backtracking()==1"

/** How to generate a parser */
genericParser(  grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="ImplTraits::TreeType*")
 ::= <<

using namespace antlr3;
<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*         error reporting.
*/
ANTLR_UINT8* <name>TokenNames[<length(tokenNames)>+4]
   = {
      (ANTLR_UINT8*) "\<invalid>",       /* String to print to indicate an invalid token */
      (ANTLR_UINT8*) "\<EOR>",
      (ANTLR_UINT8*) "\<DOWN>",
      (ANTLR_UINT8*) "\<UP>",
      <tokenNames:{it |(ANTLR_UINT8*) <it>}; separator=",\n">
     };
<endif>

  <@members>

  <@end>

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
```

```
{
 return fileName;
}
/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
<name>::<name>(
 StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("NULL")>
{
 // See if we can create a new parser with the standard constructor
 //
 this->init(instream<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
<name>::<name>( StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("state")>
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
{
   <actions.parser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
   /* Create a LIST for recording rule memos.
    */
    typedef RecognizerSharedStateType::RuleMemoType
 RuleMemoType;
    this->setRuleMemo( new RuleMemoType(15) ); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
  <grammar.directDelegates:
```

```
      {g|m_<g:delegateName()> = new <g.recognizerName>(instream, this->get_psrstate(),
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <endif>
      <if(grammar.delegators)>
    // Install the pointers back to lexers that will delegate us to perform certain functions
    // for them.
    //
     <grammar.delegators: {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
 <endif>
 /* Install the token table
 */
 this->get_psrstate()->set_tokenNames( <grammar.composite.rootGrammar.recognizerName>TokenNames );

 <@debugStuff()>

}

void
<name>::reset()
{
  this->get_rec()->reset();
}

/** Free the parser resources
*/
<name>::~<name>()
{
  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 //
 Free the parsers that we delegated to
 // functions to.NULL the state so we only free it once.
 //
 <grammar.directDelegates:
      {g| m_<g:delegateName()>->set_psrstate( NULL );
      delete m_<g:delegateName()>;}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if(this->getRuleMemo() != NULL)
 {
  delete this->getRuleMemo();
  this->setRuleMemo(NULL);
 }
<endif>
<endif>
}
```

```
/** Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static ANTLR_UINT8** getTokenNames()
{
      return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

  <members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(bitsetname={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits, traits={<name>ImplTraits} )>}>


<if(cyclicDFAs)>

/* ============================================================================
 * DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 // parser
 //
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <name>::<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
  {
     <if(ruleDescriptor.hasReturnValue)>return <endif>m_<ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.nam
e>}; separator=", "><endif>);
  \}}; separator="\n">
```

```
<endif>
/* End of parsing rules
* ============================================
*/

/* ============================================
 * Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/* End of syntactic predicates
* ============================================
*/

>>

constructorInitializerType(rec_state) ::=<<
<if(PARSER)>
  :ImplTraits::BaseParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
<if(TREE_PARSER)>
  :ImplTraits::BaseTreeParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
>>

parser( grammar,
 name,
 scopes,
 tokens,
 tokenNames,
 rules,
 numRules,
 bitsets,
 ASTLabelType,
 superClass="Parser",
 labelType="const ImplTraits::CommonTokenType*",
 members={<actions.parser.members>}
 ) ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTokenStreamType*", rewriteElementType="Token", filterMode=false,
...)>
<endNamespace(actions)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
  name,
```

```
  scopes,
  tokens,
  tokenNames,
  globalAction,
  rules,
  numRules,
  bitsets,
  filterMode,
  labelType={<ASTLabelType>},
  ASTLabelType="ImplTraits::TreeType*",
  superClass="TreeParser",
  members={<actions.treeparser.members>}
  )
 ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTreeNodeStream*", rewriteElementType="Node", ...)>
<endNamespace(actions)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
void <name>::m<ruleName>_fragment( <ruleDescriptor.parameterScope:parameterScope()> )
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
   ANTLR_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking() );
  <block>
  ANTLR_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking());

<else>
  <block>
<endif>

goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
}
// $ANTLR end <ruleName>
```

```
>>

synpred(predname) ::= <<

bool <name>::msynpred( antlr3::ClassForwarder\< <predname> >  )
{
  ANTLR_MARKER   start;
  bool  success;

  this->inc_backtracking();
  <@start()>
  start = this->mark();
  this->m<predname>_fragment();     // can never throw exception
  success = !( this->get_failedflag() );
  this->rewind(start);
  <@stop()>
  this->dec_backtracking();
  this->set_failedflag(false);
  return success;
}<\n>
>>

lexerSynpred(predname) ::= <<
<synpred(predname)>
>>

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (this->get_backtracking()>0)
 && (this->haveParsedRule(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start = 0;<\n>
<endif>
<endif>
  <(ruleDescriptor.actions.after):execAfter()>
  <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
  <scopeClean()><\n>
<endif>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
```

```
if  (this->hasException())
{
  goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (this->hasFailed())
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (this->get_backtracking()>0)
{
  this->set_failedflag( true );
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required
 for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
<returnType()>
<name>::<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", this->LT(1), this-
>get_backtracking() );<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>
```

```
  <if(actions.(actionScope).rulecatch)>
   try {
  <else>
  <if(exceptions)>
     try {
  <endif>
  <endif>
  <@preamble()>
  {
     <block>
  }
  <ruleCleanUp()>

<if(exceptions)>
  <(ruleDescriptor.actions.after):execAfter()>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
  <if(!emptyRule)>
   if (this->hasException())
       {
          this->preporterror();
          this->precover();
          <@setErrorReturnValue()>
       }
       <if(ruleDescriptor.actions.after)>
       else
       {
          <(ruleDescriptor.actions.after):execAfter()>
       }<\n>
       <endif>
 <if(actions.(actionScope).rulecatch)>
     } <actions.(actionScope).rulecatch>
       <endif>
  <endif>
<endif>

  <if(trace)>ANTLR_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", this->LT(1), failed, this-
>get_backtracking() );<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>
```

```
finalCode(finalBlock) ::= <<
{
  <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
}catch (<e.decl>) {
 <e.action>
}
>>

ruleDeclarations() ::= <<

<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval(this);<\n>
<else>
<if(PARSER)>
  <name>ImplTraits::RuleReturnValueType
 _antlr_rule_exit(this);
<endif>
<if(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<endif>
<if(memoize)>
ANTLR_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.returnScope)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)>retval.<a.name> = <a.initValue>;<endif> }>
<else>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)><a.name> = <a.initValue>;<endif> }>
<endif>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = this->index();<\n>
```

```
<endif>
<ruleDescriptor.useScopes:{it | m_<it>_stack.push(<it>Scope()); }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.push(<it.name>Scope()); }; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |ImplTraits::TokenPtrsListType list_<it.label.text>;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
>>

ruleLabelInitializations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.call_start_placeholder();
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |ANTLR_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | ImplTraits::IntTrieType<CommonTokenType>* list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text> = new ImplTraits::IntTrieType<CommonTokenType>(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
```

```
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | delete list_<it.label.text>;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this->get_backtracking() > 0 ) { this->memoize(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto
 rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.call_stop_placeholder();<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
```

```
<ruleDescriptor.useScopes:{it | m_<it>_stack.pop(); }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.pop(); }; separator="\n">

>>
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the token <ruleName>
* from the attached input stream.
*
*
* \remark
*  - lexer->error == true if an exception was thrown.
*/
void <name>::m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  ANTLR_UINT32 _type;
   <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
  <if(trace)>
  std::cout \<\< "enter <ruleName> '" \<\< (char)this->LA(1)
          \<\< "' line=" \<\< this->getLine() \<\< ":" \<\< this->getCharPositionInLine()
          \<\< " failed=" \<\< this->get_failedflag() \<\< " backtracking=" \<\< this->get_backtracking() \<\<
std::endl;
  <endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  _type     = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
 this->get_lexstate()->set_type(_type);
```

```
<endif>
  <if(trace)>
  std::cout \<\< "exit <ruleName> '" \<\< (char)this->LA(1)
        \<\< "' line=" \<\< this->getLine() \<\< ":" \<\< this->getCharPositionInLine()
        \<\< " failed=" \<\< this->get_failedflag() \<\< " backtracking="
 \<\< this->get_backtracking() \<\< std::endl;
  <endif>
  <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
void
<name>::mTokens()
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
```

```
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR_UINT32 alt<decisionNumber>;

  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
```

```
 ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;;)
  {
     int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
    <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
    goto loop<decisionNumber>;
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
 goto rule<ruleDescriptor.name>Ex;
 }
 cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
new ANTLR_Exception\< <name>ImplTraits, EARLY_EXIT_EXCEPTION, StreamType>( this->get_rec(), "" );
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<

// <fileName>:<description>
<decls>
```

```
<@preloop()>
for (;;)
{
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
 default:
    goto loop<decisionNumber>; /* break out of the loop */
    break;
  }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
  <alt>
  break;<\n>
>>

/**
 An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
```

```
  <rew>
  <@cleanup()>
}
>>

// E L E M E N T S
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = <endif> this->matchToken(<token>, &FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
list_<label>.push_back(<elem>);
>>


/** match a character */
charRef(char,label)
 ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchc(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
```

```
<endif>
this->matchRange(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= this->LA(1);<\n>
<else>
<label>=(<labelType>) this->LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
  this->consume();
  <postmatchCode>
<if(!LEXER)>
  this->set_perror_recovery(false);
<endif>
  <if(backtracking)> this->set_failedflag(false); <\n><endif>
}
else
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
  this->recover();
<else>
<! use following code to make it recover inline;
  this->recoverFromMismatchedSet(&FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>
  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx()
 ::= <<
new ANTLR_Exception\< <name>ImplTraits, MISMATCHED_SET_EXCEPTION, StreamType>( this->get_rec(),
"" );
<if(PARSER)>
this->get_exception()->set_expectingSet(NULL);
<! use following code to make it recover inline;
this->get_exception()->set_expectingSet( &FOLLOW_set_in_<ruleName><elementIndex> );
!>
```

```
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
ANTLR_MARKER <label>Start = this->getCharIndex();
ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
this->matchs(<string>);
<checkRuleBacktrackFailure()>
<label> = new CommonTokenType;
<label>->set_type( CommonTokenType::TOKEN_INVALID );
<label>->set_startIndex( <label>Start);
<label>->set_stopIndex(
 this->getCharIndex()-1);
<label>->set_input( this->get_input() );
<label>->set_line( <label>StartLine<elementIndex> );
<label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
<else>
this->matchs(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)this->LT(1);<\n>
<endif>
this->matchAnyToken();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
```

```
<label> = this->LA(1);<\n>
<endif>
this->matchAny();
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type
 Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
this->followPush(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>m_<scope:delegateName()>-><endif><rule.name>(<if(args)><args;
separator=", "><endif>);<\n>
this->followPop();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR_MARKER <label>Start<elementIndex> = this->getCharIndex();
  ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
  ANTLR_UINT32 <label>StartCharPos<elementIndex>
 = this->getCharPositionInLine();
  <if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<if(scope)>m_<scope:delegateName()><endif>
<if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
```

```
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_INVALID);
  <label>->set_startIndex( <label>Start<elementIndex> );
  <label>->set_stopIndex( this->getCharIndex()-1 );
  <label>->set_input( this->get_input() );
  <label>->set_line( <label>StartLine<elementIndex> );
  <label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
<if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR_UINT32 <label>Start<elementIndex>;
   ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
  ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
  <labelType> <label>;
  <label>Start<elementIndex> = this->getCharIndex();
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_EOF );
  <label>->set_startIndex(<label>Start<elementIndex>);
  <label>->set_stopIndex(this->getCharIndex()-1);
  <label>->set_input( this->get_input() );
  <label>->set_line( <label>StartLine<elementIndex> );
  <label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "int <recRuleArg()>"
recRuleArg()                    ::= "_p"
```

```
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()
        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( this->LA(1)== CommonTokenType::TOKEN_DOWN ) {
  this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
  this->matchToken(CommonTokenType::TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
}
<else>
this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
this->matchToken(CommonTokenType::TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if
 ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>

newFPE() ::= <<
 ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, FAILED_PREDICATE_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
  ex->set_ruleName( "<ruleName>" );
  <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
```

```
{
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse ">
  else
  {
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>

    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;

<endif>
  }
}
>>

newNVException() ::= <<
ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
ex->set_decisionNum( <decisionNumber> );
ex->set_state( <stateNumber> );
<@noViableAltException()>
<\n>
>>

/** Same as a normal
 DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
```

```
dfaLoopbackStateDecls()::= <<
ANTLR_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
     */
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse "><\n>
  <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
switch ( this->LA(<k>) )
{
<edges; separator="\n">

default:
```

```
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The
 <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(this, this->get_rec(), this->get_istream(),
cdfa<decisionNumber> );
<checkRuleBacktrackFailure()>
```

```
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
* is no runtime initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
   {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
   {
 <dfa.eof; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
   {
 <dfa.min; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
   {
 <dfa.max; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
   {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
   {
 <dfa.special; wrap="\n", separator=", ", null="-1">
   };

/** Used when there is no transition table entry for a particular state */
static const ANTLR_INT32* dfa<dfa.decisionNumber>_T_empty  =   NULL;

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
   {
 <table; separator=", ", wrap="\n", null="-1">
  \};<\n>}; null = "">

/* Transition tables are a table of sub tables, with some tables
* reused for efficiency.
```

```
 */
static const ANTLR_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
  <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="NULL">
};

<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
class <name>CyclicDFA<dfa.decisionNumber> : public CyclicDFA\< <name>ImplTraits, <name> >, public
<name>Tokens
{
public:
 typedef CyclicDFA\< <name>ImplTraits, <name> >  BaseType;
 typedef BaseType::ContextType CtxType;

private:
<if(dfa.specialStateSTs)>
 //to maintain C-Target compatibility, we need to make some of ctx functions look like member funcs
 CtxType* m_ctx;
<endif>

public:
 <name>CyclicDFA<dfa.decisionNumber>( ANTLR_INT32 decisionNumber
    , const ANTLR_UCHAR* description
    , const ANTLR_INT32* const eot
    , const ANTLR_INT32* const eof
    , const ANTLR_INT32* const min
    , const ANTLR_INT32* const max
    , const ANTLR_INT32* const accept
    , const ANTLR_INT32* const special
    ,
 const ANTLR_INT32* const *const transition)
    :BaseType( decisionNumber, description, eot, eof, min, max, accept,
       special, transition )
 {
 <if(dfa.specialStateSTs)>
  m_ctx = NULL;
 <endif>
 }

  <if(dfa.specialStateSTs)>
  ANTLR_UINT32 LA(ANTLR_INT32 i)
  {
     return m_ctx->LA(i);
  }
```

```
  <if(PARSER)>
  const CtxType::CommonTokenType*  LT(ANTLR_INT32 k)
  {
     return m_ctx->LT(k);
  }
  <endif>
  <if(synpreds)>
  template\<typename PredType>
  bool msynpred( PredType pred )
  {
     return m_ctx->msynpred(pred);
  }
  <endif>

 ANTLR_INT32  specialStateTransition(CtxType * ctx, RecognizerType* recognizer, IntStreamType* is,
ANTLR_INT32 s)
 {
    ANTLR_INT32    _s;

    m_ctx = ctx;
    _s     = s;
    switch  (s)
    {
    <dfa.specialStateSTs:{state |
    case <i0>:

 <state>}; separator="\n">
    }
 <if(backtracking)>
    if ( ctx->get_backtracking() > 0)
    {
  ctx->set_failedflag( true );
 return -1;

    }
 <endif>
    ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( recognizer, "<dfa.description>" );
    ex->set_decisionNum( <dfa.decisionNumber> );
    ex->set_state(_s);
    <@noViableAltException()>
    return -1;
 }
 <endif>
};

static <name>CyclicDFA<dfa.decisionNumber>  cdfa<dfa.decisionNumber>(
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
```

```
    /* Which decision this represents:   */
    (const ANTLR_UCHAR*)"<dfa.description>",
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept table       */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition
 tables     */

 );


/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
  ANTLR_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR_MARKER index<decisionNumber>_<stateNumber>;<\n>

  LA<decisionNumber>_<stateNumber> = ctx->LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = ctx->index();<\n>
  ctx->rewindLast();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
 <if(semPredState)> <! return input cursor to state before we rewound !>
 ctx->seek(index<decisionNumber>_<stateNumber>);<\n>
 <endif>
  if ( s>=0 )
  {
 return s;
  }
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
```

```
cyclicDFAEdge(labelExpr,
 targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif> )
{
   s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "this->msynpred( antlr3::ClassForwarder\<<pred>>() )"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "this->LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((this->LA(<k>) >=
<lower>) && (this->LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
```

```
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
struct  <scopeStruct(sname=scope.name,...)>
{
  /* ============================================================================
   * Programmer defined variables...
   */
  <scope.attributes:{it |<it.decl>;}; separator="\n">

  /* End of programmer defined variables
   * ============================================================================
   */
};

>>

globalAttributeScopeDecl(scope)
 ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeDef(scope) ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>

StackType\< <scopeStruct(sname=scope.name)> > <scopeStack(sname=scope.name)>;

<endif>
>>
```

```
ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
StackType\< <scopeStruct(sname=scope.name)> >  <scopeStack(sname=scope.name,...)>;

<endif>
>>

scopeStruct(sname) ::= <<
<sname>Scope
>>

scopeStack(sname) ::= <<
m_<sname>_stack
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>::<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
bool
<endif>
%>

/**
 Generate the C type associated with a single or multiple return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
```

```
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label  */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
>>
/**  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>ImplTraits::TreeType*<endif>"

/** Define a return struct for a rule if the
 code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
struct <ruleDescriptor:returnStructName()> : public <name>ImplTraits::RuleReturnValueType
{
public:
  typedef <name>ImplTraits::RuleReturnValueType BaseType;
  <ruleDescriptor:returnStructName()>()
     : BaseType()
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( BaseParserType* parser )
     : BaseType(parser)
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
     : BaseType(other)
```

```
  <if(scope)>, <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=", "><endif>
  { copy(other);
 }
  ~<ruleDescriptor:returnStructName()>()
  {
     <@ruleReturnMembersDelete()>
  }

  <ruleDescriptor:returnStructName()>&
  operator=( const <ruleDescriptor:returnStructName()>& other )
  {
     BaseType::operator=( other );
     <if(scope)><scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n"><endif>
     copy(other);
   return *this;
  }
  <@ruleReturnMembers()>
  void init() { <@ruleReturnMembersInit()> }
  void copy( const <ruleDescriptor:returnStructName()>& other) { <@ruleReturnMembersCopy()> }
<else>
struct <ruleDescriptor:returnStructName()>
{
public:
  <name>ImplTraits::<recognizer.ASTLabelType>       start;
  <name>ImplTraits::<recognizer.ASTLabelType>       stop;
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
  <if(scope.attributes)>
  <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=",">
  <endif>
  {
    start = other.start;
    stop
 = other.stop;
  }

  <ruleDescriptor:returnStructName()>&
  operator=( const <ruleDescriptor:returnStructName()>& other )
  {
    start = other.start;
    stop  = other.stop;

   <scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n">
   return *this;
  }
<endif>
  <if(scope)><scope.attributes:{it |<it.type> <it.name>;}; separator="\n"><endif>
};
```

```
<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
 m_<scope>_stack.at(<index>).<attr.name>
<else>
 m_<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name> = <expr>;
<else>
<if(index)>
 m_<scope>_stack.at(<index>).<attr.name> = <expr>;
<else>
 m_<scope>_stack.peek().<attr.name> =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
```

```
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/**
 How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->get_tree())"
tokenLabelPropertyRef_int(scope,attr) ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::=
 "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(this->get_strstream()->toStringSS(<scope>.start, <scope>.start))
```

```
<else>
(this->get_strstream()->toStringTT(<scope>.start, <scope>.stop))
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr)
 ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
this->get_input()->toStringSS( this->get_adaptor()->getTokenStartIndex(retval.start), this->get_adaptor()-
>getTokenStopIndex(retval.start))
<else>
this->get_strstream()->toStringTT(retval.start, this->LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "this->getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "this->get_state()->get_tokenStartLine()"
lexerRulePropertyRef_pos(scope,attr) ::= "this->get_state()->get_tokenStartCharPositionInLine()"
lexerRulePropertyRef_channel(scope,attr) ::= "this->get_state()->get_channel()"
lexerRulePropertyRef_start(scope,attr) ::= "this->get_state()->get_tokenStartCharIndex()"
lexerRulePropertyRef_stop(scope,attr) ::= "(this->getCharIndex()-1)"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr)
 ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"


// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"
```

```
/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode. Must be documented clearly.
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(bitsetname, words64, traits) ::= <<

/** Bitset defining follow set for error recovery in rule state: <name>  */
static ANTLR_BITWORD
 <bitsetname>_bits[] = { <words64:{it |ANTLR_UINT64_LIT(<it>)}; separator=", "> };
static  <traits>::BitsetListType <bitsetname>( <bitsetname>_bits, <length(words64)> );
>>

codeFileExtension() ::= ".cpp"

true_value() ::= "true"
false_value() ::= "false"
```

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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
 */
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_First[0] := nil;
_Last := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_First, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>>

```
/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (State.Backtracking = 0) then
begin<endif>
<if(rewriteMode)>
RetVal.Tree := _First[0] as I<ASTLabelType>;
if (Adaptor.GetParent(RetVal.Tree) \<\> nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then
 RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>;
<endif>
<if(backtracking)>end;<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_Last := Input.LT(1)
 as I<ASTLabelType>;
begin
 _Save_Last[<treeLevel>] := _Last;
 _First[<treeLevel>] := nil;
<if(!rewriteMode)>
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;<\n>
<endif>
 <root:element()>
<if(rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(root.el.rule)>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree;
<else>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>;
<endif>
<endif>
 <actionsAfterRoot:element()>
<if(nullableChildList)>
 if (Input.LA(1) = TToken.DOWN) then
 begin
   Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
   <children:element()>
   Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
 end;
<else>
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
```

```
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
 Adaptor.AddChild(Root[<enclosingTreeLevel>],
 Root[<treeLevel>]);
<endif>
 _Last := _Save_Last[<treeLevel>];
end;<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>
end;
<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRef(...)>
```

```
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_Llast := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if
 (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}
)>
```

```
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree,
 Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>
```

```
/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
>>

/**
 ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken
 to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
```

T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
   docComment, recognizer,
   name,
 tokens, tokenNames, rules, cyclicDFAs,
   bitsets, buildTemplate, buildAST, rewriteMode, profile,
   backtracking, synpreds, memoize, numRules,
   fileName, ANTLRVersion, generatedTimestamp, trace,
   scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member 'Type_or_Member'
#pragma warning disable 1591
// CLS compliance checking will not
```

```
 be performed on 'type' because it is not visible from outside this assembly.
#pragma warning disable 3019

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>},
  rewriteElementType={}, ASTLabelType={}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
 actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
  {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
```

```
  {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|,
 <g:delegateName()>}>)
 {
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

  OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; } }

<if(grammar.hasDelegates)>
 public override <lexerInputStreamType()> CharStream
 {
  get
  {
   return base.CharStream;
  }
  set
  {
   base.CharStream
 = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
```

```
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>


 partial void OnCreated();
 partial void EnterRule(string ruleName, int ruleIndex);
 partial void LeaveRule(string ruleName, int ruleIndex);

 <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber>
 = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
```

```
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
  {
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index, input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex
 = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
  state.tokenStartLine = input.Line;
  state.text = null;
  try
  {
   int m = input.Mark();
   state.backtracking=1;<! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
   if (state.failed)
   {
    input.Rewind(m);
    input.Consume();<! advance one char and try again !>
   }
   else
   {
    Emit();
    return state.token;
   }
  }
  catch (RecognitionException re)
  {
   // shouldn't happen in backtracking mode, but...
   ReportError(re);
```

```
   Recover(re);
  }
 }
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
 if (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return
 base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass,
              labelType, members, rewriteElementType,
              filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[] tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName>
 <g:delegateName()>;}; separator="\n">
<endif>
```

```
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }

<if(TREE_PARSER)>
 public override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>

 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <@members()>

 public override string[] TokenNames { get { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
 public override string GrammarFileName { get { return "<fileName>"; } }

 <members>

 partial void
 OnCreated();
 partial void EnterRule(string ruleName, int ruleIndex);
 partial void LeaveRule(string ruleName, int ruleIndex);

 #region Rules
 <rules; separator="\n">
 #endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 #region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>)<!throws
```

```
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
 #endregion Delegated rules
<endif>

 <insertSynpreds(synpreds)>

<if(cyclicDFAs)>
 #region DFA
 <cyclicDFAs:{dfa | private
 DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion DFA
<endif>

<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public">
 <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState state<grammar.delegators:{g|,
<g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
{
```

```
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
<endif>
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo
 = new System.Collections.Generic.Dictionary\<int, int>[<length(grammar.allImportedRules)>+1];<\n><! index
from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>}, labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", filterMode=false, ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
```

```
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
        members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<

partial void EnterRule_<ruleName>_fragment();
partial void LeaveRule_<ruleName>_fragment();

// $ANTLR start <ruleName>
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs(...)>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment",
 <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
// $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
```

```
private bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 } finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return
 success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
 "topdown":{<ruleWrapperTopdown()>},
 default:""
```

```
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { <if(buildAST)>return
<endif>bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif>
 Topdown() { <if(buildAST)>return <endif>topdown(); }
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>
partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs(...)>
 <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>,
 <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
```

```
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re)
 {
  ReportError(re);
  Recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
 }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal
 rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
```

```
catch (<e.decl>)
{
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new
<returnType(ruleDescriptor)>(<if(ruleDescriptor.returnScope.attributes)>this<endif>);
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new
 <it>_scope(this));<it>_scopeInit(<it>_stack.Peek());}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope(this));<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|List\<<ASTLabelType>\> list_<it.label.text>
 = null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
```

```
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
 ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!>
 retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
```

```
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 try
 {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int
 _type = <ruleName>;
  int _channel = DefaultTokenChannel;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
```

```
 <ruleScopeCleanUp()>
 <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
//
 <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
```

```
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
```

```
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException
 eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
  DebugRecognitionException(eee<decisionNumber>);
  <@earlyExitException()>
  throw eee<decisionNumber>;
 }
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
}

loop<decisionNumber>:
 ;
```

```
}
 finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel,
 treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(it) ::= <%
<@prematch()>
```

```
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabel(label,elem) ::= <<
#error The listLabel template should not be used with this target.<\n>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
```

```
{
 input.Consume();
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel()
 ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
```

```
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
```

```
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name;
 format="id">(<args; separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line
 = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
```

```
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive
 rules
recRuleDefArg()                  ::= "int <recRuleArg()>"
recRuleArg()                     ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()         ::= "root_0=$<ruleName>_primary.tree;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description)
 ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
```

```
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
```

```
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter
 to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
}<\n>
>>
```

```
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges;
 separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
```

```
* These strings are split into multiple, concatenated
 strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n\t\t\"">}>";
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS
 =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[] DFA<dfa.decisionNumber>_eof =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static DFA<dfa.decisionNumber>()
 {
  int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
  DFA<dfa.decisionNumber>_transition
 = new short[numStates][];
  for ( int i=0; i \< numStates; i++ )
```

```
 {
  DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
 }
}

public DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>,
SpecialStateTransitionHandler specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
 : base(specialStateTransition)
<endif>
{
 this.recognizer = recognizer;
 this.decisionNumber = <dfa.decisionNumber>;
 this.eot = DFA<dfa.decisionNumber>_eot;
 this.eof = DFA<dfa.decisionNumber>_eof;
 this.min = DFA<dfa.decisionNumber>_min;
 this.max = DFA<dfa.decisionNumber>_max;
 this.accept = DFA<dfa.decisionNumber>_accept;
 this.special = DFA<dfa.decisionNumber>_special;
 this.transition = DFA<dfa.decisionNumber>_transition;
}

public override string Description { get { return "<dfa.description>"; } }

public override void Error(NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
}
}<\n>
<if(dfa.specialStateSTs)>
private
 int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
 s = -1;
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
```

```
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
 <state>}; separator="\n">

 default:
  break;
 }

 if (s >= 0)
  return s;

<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>

/** A state in a cyclic
 DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges; separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>
```

```
/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands)
 ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> && input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
```

```
protected sealed partial class
 <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">

 public <scope.name>_scope(<grammar.recognizerName> grammar) { OnCreated(grammar); }
 partial void OnCreated(<grammar.recognizerName> grammar);
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
partial void <scope.name>_scopeInit( <scope.name>_scope scope );
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
 <scope.actions.scopeafter>
}
<else>
partial void <scope.name>_scopeAfter( <scope.name>_scope scope );
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes
 && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
```

```
<else>
 void
<endif>
%>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

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

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(label.referencedRule)> <label.label.text>
 = <initValue(ruleLabelType(label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> sealed partial class
<ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
<endif>
```

```
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers() ::= <<
public <ruleDescriptor:returnStructName()>(<grammar.recognizerName> grammar) {OnCreated(grammar);}
partial void OnCreated(<grammar.recognizerName> grammar);
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr)
 ::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>
```

```
/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr)
 ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
```

```
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr)
 ::= "(<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref
 $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
```

```
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr)
 ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction() ::= <<
 <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)
```

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/CSharp3.stg
No license file was found, but licenses were detected in source scan.

/*
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>

```
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected var adaptor:TreeAdaptor = new CommonTreeAdaptor();<\n>
override public function set treeAdaptor(adaptor:TreeAdaptor):void {
  this.adaptor = adaptor;

 <grammar.directDelegates:{g|<g:delegateName()>.treeAdaptor = this.adaptor;}>
}
override public function get treeAdaptor():TreeAdaptor {
  return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
public function get tree():Object { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0:<ASTLabelType> = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new
 RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
```

```
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = <ASTLabelType>(adaptor.nil());<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
<ruleRefTrack(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.tree})>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels];
 separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = <ASTLabelType>(adaptor.nil());
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
```

```
<if(rewriteMode)>
<prevRuleRootRef()>.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
input.replaceChildren(adaptor.getParent(retval.start),
                      adaptor.getChildIndex(retval.start),
                      adaptor.getChildIndex(_last),
                      retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token
 <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{it |var  stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
```

```
<referencedRuleListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"token
<it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note
 it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el
 | stream_<el>.hasNext}; separator="||">) ) {
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
```

```
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/**
 Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>
```

```
/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>,
 <createImaginaryNode(token,terminalOptions,args)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createImaginaryNode(token,terminalOptions,args)>,
root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>));<\n>
```

```
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action)
 ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>


createImaginaryNode(tokenType,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<ASTLabelType>(adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>))
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
```

new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ActionScript/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
*

```
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
 *  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
  retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
```

```
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
  Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
```

```
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
```

<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */

```
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
<else>
<super.ruleRefTrack(...)>
<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now;
 override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>
```

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```

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*/
scalaTypeInitMap ::= [
 "Int":"0",
 "Long":"0",
 "Float":"0.0f",
 "Double":"0.0",
 "Boolean":"false",
 "Byte":"0",
 "Short":"0",
 "Char":"0",
 default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
         docComment, recognizer,
         name, tokens, tokenNames, rules, cyclicDFAs,

   bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,

```
   scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime._
<if(TREE_PARSER)>
import org.antlr.runtime.tree._
<endif>
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer") ::= <<
object <grammar.recognizerName> {
  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
}

class <grammar.recognizerName>(input: CharStream, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input,
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
  import <grammar.recognizerName>._
   <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: CharStream) =
     this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

<if(memoize)>
<if(grammar.grammarIsRoot)>
     state.ruleMemo = new Array[java.util.Map[_,_]](<numRules>+1)<\n> <! index from 1..n !>
<endif>
<endif>
```

```
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this)}; separator="\n">
      <grammar.delegators:
       {g|this.<g:delegateName()>
 = <g:delegateName()>}; separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName()>}>

  override def getGrammarFileName = "<fileName>"

<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>
  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
override def nextToken(): Token = {
  while (true) {
    if ( input.LA(1)==CharStream.EOF ) {
      var eof: Token = new CommonToken((CharStream)input,Token.EOF,

       Token.DEFAULT_CHANNEL,
                         input.index(),input.index())
      eof.setLine(getLine())
      eof.setCharPositionInLine(getCharPositionInLine())
      return eof
    }
    state.token = null
 state.channel = Token.DEFAULT_CHANNEL
    state.tokenStartCharIndex = input.index()
    state.tokenStartCharPositionInLine = input.getCharPositionInLine()
    state.tokenStartLine = input.getLine()
 state.text = null
    try {
      val m = input.mark()
      state.backtracking=1 <! means we won't throw slow exception !>
```

```
        state.failed=false
        mTokens()
        state.backtracking=0
        <! mTokens backtracks with synpred at backtracking==2
          and we set the synpredgate to allow actions at level 1. !>
        if ( state.failed ) {
           input.rewind(m)
           input.consume() <! advance one char and try again !>
        }
        else
{
           emit()
           return state.token
        }
     }
     catch {
        case re: RecognitionException =>
        // shouldn't happen in backtracking mode, but...
        reportError(re)
        recover(re)
     }
  }
}

override def memoize(input: IntStream,
 ruleIndex: Int,
 ruleStartIndex: Int) = {
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex)
}

override def alreadyParsedRule(input: IntStream, ruleIndex: Int):Boolean {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex)
return false
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, inputStreamType, superClass,
           labelType, members, rewriteElementType,
           filterMode, ASTLabelType="Object") ::= <<
object <grammar.recognizerName>
{
<if(grammar.grammarIsRoot)>
```

```
  val tokenNames = Array(
     "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
  )<\n>
<endif>

  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
            words64=it.bits)>}>
}

class <grammar.recognizerName>(input: <inputStreamType>, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input, state) {
  import <grammar.recognizerName>._
  // delegates
  <grammar.delegates:
     {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
  <grammar.delegators:
     {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

   <@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: <inputStreamType>) =
     this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

     <parserCtorBody()>
     <grammar.directDelegates:
      {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this)}; separator="\n">
     <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>};
separator="\n">
     <last(grammar.delegators):{g|gParent = <g:delegateName()>}>
  <@end>

  override def getTokenNames: Array[String] = tokenNames
  override def getGrammarFileName = "<fileName>"

  <members>

  <rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
```

```
  appear to be defined in this recognizer. !>
    // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
   @throws(classOf[RecognitionException])
   def <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = \{
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">) \}}; separator="\n">

   <synpreds:{p | <synpred(p)>}>

   <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array[java.util.Map[_,_]](<length(grammar.allImportedRules)>+1)<\n> <! index from
1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser",
 labelType="Token",
     members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
         numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>}
         ) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
```

```
*  any of the normal memoization stuff in here either; it's a waste.
 *  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
@throws(classOf[RecognitionException])
def <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <ruleLabelDefs()>
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try {
     <block>
  }
  finally {
     traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
final def <name>(): Boolean = {
  state.backtracking+=1
  <@start()>
  val start = input.mark()
  try {
     <name>_fragment() // can never throw exception
  } catch {
     case re: RecognitionException =>
     System.err.println("impossible: "+re)
  }
  val success = !state.failed
  input.rewind(start)
  <@stop()>
  state.backtracking-=1
  state.failed=false
   success
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>
```

```
ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; return <ruleReturnValue()>}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
@throws(classOf[RecognitionException])
final
 def <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = {
   <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   <ruleLabelDefs()>
   <ruleDescriptor.actions.init>
   <@preamble()>
   try {
      <ruleMemoization(name=ruleName)>
      <block>
      <ruleCleanUp()>
      <(ruleDescriptor.actions.after):execAction()>
   }
<if(exceptions)>
   <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
   <actions.(actionScope).rulecatch>
<else>
```

```
  catch {
     case re: RecognitionException =>
     reportError(re)
     recover(input,re)
 <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
     <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>

 return <ruleReturnValue()>
}
// $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
val retval = new <returnType()>()
retval.start = input.LT(1)<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
var <a.name>: <a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>
}>
<endif>
<if(memoize)>
val <ruleDescriptor.name>_StartIndex = input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | <it>_stack.push(new <it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | <it.name>_stack.push(new <it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
```

```
<ruleDescriptor.useScopes:{it | <it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | <it.name>_stack.pop()}; separator="\n">
>>


ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it | var <it.label.text>: <labelType> = null}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>: RuleReturnScope = null}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | var <it.label.text>: <labelType>=null}; separator="\n"
>
<ruleDescriptor.charLabels:{it | int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

ruleCleanUp()
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1)<\n>
<endif>
```

```
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex) }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
@throws(classOf[RecognitionException])
final def m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block><\n>
<else>
      var _type = <ruleName>

 var _channel = BaseRecognizer.DEFAULT_TOKEN_CHANNEL
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block>
      <ruleCleanUp()>
      state.`type` = _type
      state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>)<endif>
      <ruleScopeCleanUp()>
      <memoize()>
  }
}
// $ANTLR end "<ruleName>"
```

```
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@throws(classOf[RecognitionException])
def mTokens(): Unit = {
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>
 = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
```

```
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives
 */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>: Int = 0
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
     <alts:{a | <altSwitchCase(i,a)>}>
 case _ =>
    if ( cnt<decisionNumber> >= 1 ) loop<decisionNumber>_quitflag = true
    else {
    <ruleBacktrackFailure()>
        val eee = new EarlyExitException(<decisionNumber>, input)
        <@earlyExitException()>
        throw eee
    }
  }
  cnt<decisionNumber>+=1
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
```

```
<<
//
 <fileName>:<description>
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
      <alts:{a | <altSwitchCase(i,a)>}>
 case _ => loop<decisionNumber>_quitflag = true
  }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> =>
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
```

```
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=<endif>`match`(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)>
.asInstanceOf[<labelType>]<endif>
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new java.util.ArrayList()
list_<label>.add(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
`match`(<char>)
<checkRuleBacktrackFailure()>
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
```

```
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1)<\n>
<else>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
<endif>
if ( <s> ) {
  input.consume()
  <postmatchCode>
<if(!LEXER)>
  state.errorRecovery=false<\n>
<endif>
  <if(backtracking)>state.failed=false<endif>
}
else {
  <ruleBacktrackFailure()>
  val mse = new MismatchedSetException(null,input)
  <@mismatchedSetException()>
<if(LEXER)>
  recover(mse)
  throw mse
<else>
  throw mse
  <! use following code to make it recover inline; remove throw mse;
  recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>)
  !>
<endif>
}<\n>
>>

matchRuleBlockSet
 ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
val <label>Start = getCharIndex()
```

```
`match`(<string>)
<checkRuleBacktrackFailure()>
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(<string>)
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
matchAny(input)
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/**
 Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchAny()
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
```

```
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">)<\n>
state._fsp-=1
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*
  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
```

```
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
`match`(EOF)
<checkRuleBacktrackFailure()>
val <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(EOF)
<checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
 actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
   `match`(input, Token.DOWN, null)
   <checkRuleBacktrackFailure()>
   <children:element()>
   `match`(input, Token.UP, null)
   <checkRuleBacktrackFailure()>
}
<else>
`match`(input, Token.DOWN, null)
<checkRuleBacktrackFailure()>
<children:element()>
`match`(input, Token.UP, null)
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
```

```
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>")
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges;
 separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer
 so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
```

```
else {
  alt<decisionNumber>=<eotPredictsAlt>
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The
 code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n">
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
  <edges; separator="\n">
  case _ =>
}<\n>
>>
```

```
dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n"><\n>
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case <labels:{it | <it>}; separator=" | "> =>
  {
  <targetState>
   }
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
val DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin;
 wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_specialS =
```

```
  "<dfa.javaCompressedSpecial; wrap="\"+\n    \"">}>"
val DFA<dfa.decisionNumber>_transitionS: Array[String] = Array(
      <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
)

val DFA<dfa.decisionNumber>_eot: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS)
val DFA<dfa.decisionNumber>_eof: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS)
val DFA<dfa.decisionNumber>_min: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS)
val DFA<dfa.decisionNumber>_max: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS)
val DFA<dfa.decisionNumber>_accept: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS)
val
 DFA<dfa.decisionNumber>_special: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS)
val DFA<dfa.decisionNumber>_transition = new
Array[Array[Short]](DFA<dfa.decisionNumber>_transitionS.length)

for (i \<- DFA<dfa.decisionNumber>_transition.indices) {
  DFA<dfa.decisionNumber>_transition(i) =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS(i))
}

class DFA<dfa.decisionNumber> extends DFA {

  def this(recognizer: BaseRecognizer) = {
     this()
     this.recognizer = recognizer
     this.decisionNumber = <dfa.decisionNumber>
     this.eot = DFA<dfa.decisionNumber>_eot
     this.eof = DFA<dfa.decisionNumber>_eof
     this.min = DFA<dfa.decisionNumber>_min
     this.max = DFA<dfa.decisionNumber>_max
     this.accept = DFA<dfa.decisionNumber>_accept
     this.special = DFA<dfa.decisionNumber>_special
     this.transition = DFA<dfa.decisionNumber>_transition
  }
  override def getDescription = "<dfa.description>"
   <@errorMethod()>
<if(dfa.specialStateSTs)>
  @throws(classOf[NoViableAltException])
  override def specialStateTransition(s: Int, _input: IntStream):Int = {
     <if(LEXER)>
     val input = _input
     <endif>
     <if(PARSER)>
     val input = _input.asInstanceOf[TokenStream]
```

```
    <endif>
    <if(TREE_PARSER)>
    val input = _input.asInstanceOf[TreeNodeStream]
    <endif>
  val _s = s
    s match {
    <dfa.specialStateSTs:{state |
    case <i0> => <! compressed special state numbers 0..n-1 !>
      <state>}; separator="\n">
    case _ =>
    }
<if(backtracking)>
    if (state.backtracking>0) {state.failed=true; return -1}<\n>
<endif>
    val nvae = new NoViableAltException(getDescription(), <dfa.decisionNumber>, _s, input)
    error(nvae)
    throw nvae
  }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
val LA<decisionNumber>_<stateNumber>: Int = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
val index<decisionNumber>_<stateNumber>: Int = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if ( s>=0 ) return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
```

```
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right)
 ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,\"\")>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >=<lower>
&& input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\"||\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope
 {
   <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>
```

```
ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

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

```
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))><\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*  TODO(matthewlloyd): make this static
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
final class <ruleDescriptor:returnStructName()> extends
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope)
 ::= <<
<scope.attributes:{it | <it.name>: <it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name>
<else>
<scope>_stack.top.<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name> = <expr>
<else>
<if(index)>
```

```
<scope>_stack(<index>).<attr.name> = <expr>
<else>
<scope>_stack.top.<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(if (<scope>!=null) <scope>.<attr.name> else <initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>
<else>
<attr.name> =<expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
```

```
tokenLabelPropertyRef_text(scope,attr) ::= "(if (<scope>!=null) <scope>.getText() else null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(if (<scope>!=null) <scope>.getType() else 0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(if (<scope>!=null)
 <scope>.getLine() else 0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(if (<scope>!=null) <scope>.getCharPositionInLine() else 0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(if (<scope>!=null) <scope>.getChannel() else 0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(if (<scope>!=null) <scope>.start.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(if (<scope>!=null) <scope>.stop.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(if (<scope>!=null) <scope>.tree.asInstanceOf[<ASTLabelType>] else
null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(if (<scope>!=null) (input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  input.getTreeAdaptor().getTokenStopIndex(<scope>.start))) else null)
<else>
(if (<scope>!=null) input.toString(<scope>.start,<scope>.stop) else null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(if (<scope>!=null) <scope>.st else null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getType() else 0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getLine() else 0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getCharPositionInLine() else -1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getChannel() else 0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getText() else null)"
lexerRuleLabelPropertyRef_int(scope,attr)
 ::=
   "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(retval.start.asInstanceOf[<labelType>])"
rulePropertyRef_stop(scope,attr) ::= "(retval.stop.asInstanceOf[<labelType>])"
```

```
rulePropertyRef_tree(scope,attr) ::= "(retval.tree.asInstanceOf[<ASTLabelType>])"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr)
 ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
val <name> = new BitSet(Array[Long](<words64:{it | <it>L};separator=",">))<\n>
>>
```

codeFileExtension()
 ::= ".scala"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Scala/Scala.stg
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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root

```
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of
 combinations.
*/
group ASTParser;

@rule.setErrorReturnValue() ::= <<
RetVal.Tree := Adaptor.ErrorNode(Input, RetVal.Start as IToken,
 Input.LT(-1), RE) as I<ASTLabelType>;
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<label>_tree := <createNodeFromToken(...)>;
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<label>_tree := <createNodeFromToken(...)>;
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
```

```
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label
 plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then
<endif>Adaptor.AddChild(Root[0], <createNodeFromToken(...)>);})>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
```

<endif>
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] :=
Adaptor.BecomeRoot(<createNodeFromToken(...)>, Root[0]) as I<ASTLabelType>;})>
>>

// RULE REF
 AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Adaptor.AddChild(Root[0], <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<label>.Tree, Root[0])
as I<ASTLabelType>;
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

//
 WILDCARD AST

wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>

```
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create(<label>) <! new MethodNode(IDLabel) !>
<else>
Adaptor.CreateNode(<label>) as I<ASTLabelType>
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if (State.Backtracking = 0)
 then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(!TREE_PARSER)>
Adaptor.SetTokenBoundaries(RetVal.Tree, RetVal.Start as IToken, RetVal.Stop as IToken);
<endif>
<if(backtracking)>
<\n>end;
<endif>
>>
```

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/ASTParser.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

```
parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;
 public void setTreeAdaptor(TreeAdaptor adaptor) {
<if(grammar.grammarIsRoot)>
  this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
  this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
 }
```

```
 public
 TreeAdaptor getTreeAdaptor() {
  return adaptor;
 }
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this,port,<if(TREE_PARSER)>input.getTreeAdaptor()<else>adaptor<endif>);
setDebugListener(proxy);
set<inputStreamType>(new Debug<inputStreamType>(input,proxy));
try {
 proxy.handshake();
}
catch (IOException ioe) {
 reportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>

@ctorForProfilingRootGrammar.finally() ::=<<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
>>

@ctorForPredefinedListener.superClassRef() ::= "super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
<endif>
>>

@rewriteElement.pregen()
 ::= "dbg.location(<e.line>,<e.pos>);"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/ASTDbg.stg
```

1.329 json-c 0.11-4.el7_0

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1.333 snappy 0.4

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

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/**
   * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */

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/**
   * Creates a new {@link AnalyzerAdapter}. Subclasses must not use this
   * constructor. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *   the method's access flags (see {@link Opcodes}).
   * @param name
   *   the method's name.
   * @param desc
   *   the method's descriptor (see {@link Type Type}).
   * @param mv
   *   the method visitor to which this adapter delegates calls. May
   *   be <tt>null</tt>.
   * @throws IllegalStateException
   *   If a subclass calls this constructor.
   */

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* /asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXAdapter.java
*
 /asm-6-0-sources-1-jar/org/objectweb/asm/xml/Processor.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java
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/**
   * Creates a new JSRInliner. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
   *          the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *          the internal names of the method's exception classes (see
   *          {@link Type#getInternalName() getInternalName}). May be
   *          <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *

   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

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   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
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   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

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* /asm-6-0-sources-1-jar/org/objectweb/asm/CurrentFrame.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/FrameNode.java
*
/asm-6-0-sources-1-jar/org/objectweb/asm/tree/InsnNode.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/ModuleOpenNode.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/util/TraceModuleVisitor.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/MethodWriter.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/util/CheckModuleAdapter.java
* /asm-6-0-sources-1-jar/org/objectweb/asm/Frame.java
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1.335 okhttp 4.10.0

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1.341 error_prone_annotations 2.3.4

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Found in path(s):
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
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Found in path(s):
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/ForOverride.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
 /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
* /error-prone-annotations-2-3-4-sources-1-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
*
 /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CheckReturnValue.java
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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/FormatString.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/DoNotMock.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompatibleWith.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/RestrictedApi.java
*
 /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/FormatMethod.java

1.342 jakarta-validation-api 2.0.2

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* /jakarta-validation-api-2-0-2-sources-3-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml
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* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/FutureOrPresent.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Null.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorContext.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ExecutableDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/Default.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/MessageInterpolator.java
*
/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/Unwrapping.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ValueExtractor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/ValidationTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/MethodDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/UnexpectedTypeException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/BeanDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Digits.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java

*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/UnwrapByDefault.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NegativeOrZero.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ValidateUnwrappedValue.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/SupportedValidationTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/ValidationProvider.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ElementKind.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/GroupConversionDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ExtractedValue.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/GenericBootstrap.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/MethodType.java
* /jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/valueextraction/ValueExtractorDeclarationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstructorDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/AssertTrue.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Path.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PositiveOrZero.java
*
 /jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/valueextraction/ValueExtractorDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/BootstrapConfiguration.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ElementDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ContainerElementTypeDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Min.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/ConvertGroup.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/Scope.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Max.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ReportAsSingleViolation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ReturnValueDescriptor.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ParameterNameProvider.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Pattern.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/NoProviderFoundException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorContext.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotBlank.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Constraint.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Valid.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CrossParameterDescriptor.java

* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ClockProvider.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Configuration.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ValidateOnExecution.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Size.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PastOrPresent.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/TraversableResolver.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ExecutableValidator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationProviderResolver.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorFactory.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ContainerDescriptor.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstraintDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ParameterDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotNull.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupSequence.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Negative.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorFactory.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/OverridesAttribute.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/BootstrapState.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Email.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintDeclarationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/PropertyDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ExecutableType.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/AssertFalse.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Future.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/DecimalMax.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Positive.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotEmpty.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/ConfigurationState.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Payload.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/DecimalMin.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Past.java

1.343 attr 2.4.46-13.el7

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 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntryUtil.java
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1.345 dracut 033-572.el7

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1.347 basesystem 10.0-7.el7.centos

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Summary: The skeleton package which defines a simple CentOS Linux system
Name: basesystem
Version: 10.0
Release: 7%{?dist}
License: Public Domain
Group: System Environment/Base
Requires(pre): setup filesystem
BuildRoot: %(mktemp -ud %{_tmppath}/%{name}-%{version}-%{release}-XXXXXX)
BuildArch: noarch

%description
Basesystem defines the components of a basic CentOS Linux
system (for example, the package installation order to use during
bootstrapping). Basesystem should be in every installation of a system,
and it should never be removed.

%prep

%build

%install

%clean

%files
%defattr(-,root,root,-)

%changelog
* Fri Jun 27 2014 Johnny Hughes <johnny@centos.org> - 10.0-7.el7.centos
- Roll in CentOS Branding

* Fri Dec 27 2013 Daniel Mach <dmach@redhat.com> - 10.0-7
- Mass rebuild 2013-12-27

* Tue Mar 06 2012 Ondrej Vasik <ovasik@redhat.com> 10.0-6
- remove again reference to Fedora after RHEL-7 import(#800464)

* Thu

Jun 23 2011 Ondrej Vasik <ovasik@redhat.com> 10.0-5
- fix FTBFS typo (#715640), add disttag

* Fri May 21 2010 Ondrej Vasik <ovasik@redhat.com> - 10.0-4
- remove reference to Fedora, add dist tag
Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.2
- Rebuilt for RHEL 6
Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.1
- Rebuilt for RHEL 6
Related: rhbz#566527

* Fri Jul 24 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-3
- Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Mon Feb 23 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-2
- Rebuilt for https://fedoraproject.org/wiki/Fedora_11_Mass_Rebuild

* Mon Oct 20 2008 Phil Knirsch <pknirsch@redhat.com> 10.0-1
- Bump version and rebuild for Fedora 10 (#451289)

* Fri Mar 02 2007 Phil Knirsch <pknirsch@redhat.com> - 8.1-1
- Cleanup per package review (#225608)

* Wed Jul 12 2006 Jesse Keating
<jkeating@redhat.com> - 8.0-5.1.1
- rebuild

* Fri Dec 09 2005 Jesse Keating <jkeating@redhat.com>
- rebuilt

* Wed Sep 22 2004 Bill Nottingham <notting@redhat.com>
- rebuilt

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt

* Wed Aug 21 2002 Bill Nottingham <notting@redhat.com>
- bump rev

* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
- automated rebuild

* Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild

* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
- automatic rebuild

* Tue Jun 6 2000 Bill Nottingham <notting@redhat.com>
- rebuild. Wheee.

* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 4)

* Tue Mar 16 1999 Cristian Gafton <gafton@redhat.com>
- don't require rpm (breaks dependency chain)

* Tue Mar 16 1999 Erik Troan <ewt@redhat.com>
- require rpm

* Wed Dec 30
 1998 Cristian Gafton <gafton@redhat.com>
- build for 6.0

* Tue Aug 11 1998 Jeff Johnson <jbj@redhat.com>
- build root

* Mon Apr 27 1998 Prospector System <bugs@redhat.com>
- translations modified for de, fr, tr

* Tue Sep 23 1997 Erik Troan <ewt@redhat.com>
- made a noarch package

Found in path(s):
* /basesystem-10.0-7.el7.centos.src.rpm-cosi-expand-archive-tqrtl4Z0/basesystem.spec

1.348 jetty 9.4.49.v20220914

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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* 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
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html

OW2

The following artifacts are licensed by the OW2 Foundation according to the
terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
 licensed.

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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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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```

```
   */
/**
    * Set the {@code TCP_QUICKACK} option on the socket.
    * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
    * for more details.
    */
```

Found in path(s):
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
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* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/SegmentedDatagramPacket.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannel.java
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```

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* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/Epoll.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
*
/netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/package-info.java

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*/
```

```
/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */
```

Found in path(s):
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java
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* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollMode.java
*
 /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /netty-transport-classes-epoll-4-1-81-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java

1.351 netty-codec 4.1.70.Final

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*/
/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
 * The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
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```

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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
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 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
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 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CodecException.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
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 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/CompressionOptions.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java

* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java
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/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* Robert
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*/

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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java

* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
*
/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes

```
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
```

```
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
```

```
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
```

* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+   +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/

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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/Headers.java

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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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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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.

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

These

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

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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

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it
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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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orangered1
indianred1
indianred1a
hotpink
hotpinka

mediumorchid1a
darkorange
salmon1
lightcoral
palevioletred1
orchid2
orchid1
orange1
sandybrown
lightsalmon1
lightpink1
pink1
plum1
gold1
lightgoldenrod2a
lightgoldenrod2b
navajowhite1
mistyrose1
thistle1
yellow1
lightgoldenrod1
khaki1
wheat1
cornsilk1
grey100
grey3
grey7
grey11
grey15
grey19
grey23
grey27
grey30
grey35
grey39
grey42
grey46
grey50
grey54
grey58
grey62
grey66
grey70
grey74
grey78
grey82
grey85
grey89

grey93

Found
in path(s):
* /jline-3-20-0-sources-jar/org/jline/utils/colors.txt
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#

auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc,
NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i

row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, Nl
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
bit_image_entwining, bitwin, Yo
bit_image_type, bitype, Yp
buffer_capacity, bufsz, Ya
buttons, btns, BT
dot_horz_spacing, spinh, Yc
dot_vert_spacing, spinv, Yb
max_micro_address, maddr, Yd
max_micro_jump, mjump, Ye
micro_col_size, mcs, Yf
micro_line_size, mls, Yg
number_of_pins, npins, Yh
output_res_char, orc, Yi
output_res_horz_inch, orhi, Yk
output_res_line, orl, Yj
output_res_vert_inch,
orvi, Yl
print_rate, cps, Ym
wide_char_size, widcs, Yn
acs_chars, acsc, ac
back_tab, cbt, bt
bell, bel, bl
carriage_return, cr, cr
change_char_pitch, cpi, ZA
change_line_pitch, lpi, ZB
change_res_horz, chr, ZC
change_res_vert, cvr, ZD

change_scroll_region, csr, cs
char_padding, rmp, rP
clear_all_tabs, tbc, ct
clear_margins, mgc, MC
clear_screen, clear, cl
clr_bol, el1, cb
clr_eol, el, ce
clr_eos, ed, cd
column_address, hpa, ch
command_character, cmdch, CC
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
cursor_invisible, civis, vi
cursor_left, cub1, le
cursor_mem_address, mrcup, CM
cursor_normal, cnorm, ve
cursor_right, cuf1, nd
cursor_to_ll, ll, ll
cursor_up, cuu1, up
cursor_visible, cvvis, vs
define_char, defc, ZE
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
ena_acs, enacs, eA
enter_alt_charset_mode, smacs, as
enter_am_mode, smam,
SA
enter_blink_mode, blink, mb
enter_bold_mode, bold, md
enter_ca_mode, smcup, ti
enter_delete_mode, smdc, dm
enter_dim_mode, dim, mh
enter_doublewide_mode, swidm, ZF
enter_draft_quality, sdrfq, ZG
enter_insert_mode, smir, im
enter_italics_mode, sitm, ZH
enter_leftward_mode, slm, ZI
enter_micro_mode, smicm, ZJ
enter_near_letter_quality, snlq, ZK
enter_normal_quality, snrmq, ZL
enter_protected_mode, prot, mp
enter_reverse_mode, rev, mr

enter_secure_mode, invis, mk
enter_shadow_mode, sshm, ZM
enter_standout_mode, smso, so
enter_subscript_mode, ssubm, ZN
enter_superscript_mode, ssupm, ZO
enter_underline_mode, smul, us
enter_upward_mode, sum, ZP
enter_xon_mode, smxon, SX
erase_chars, ech, ec
exit_alt_charset_mode, rmacs, ae
exit_am_mode, rmam, RA
exit_attribute_mode, sgr0, me
exit_ca_mode, rmcup, te
exit_delete_mode, rmdc, ed
exit_doublewide_mode, rwidm, ZQ
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm,
ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
form_feed, ff, ff
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is
init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic
initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb

key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
key_create, kcrt, @6
key_ctab, kctab, kt
key_dc, kdch1, kD
key_dl, kdl1, kL
key_down, kcud1, kd
key_eic, krmir, kM
key_end, kend, @7
key_enter, kent, @8
key_eol, kel, kE
key_eos,
ked, kS
key_exit, kext, @9
key_f0, kf0, k0
key_f1, kf1, k1
key_f10, kf10, k;
key_f11, kf11, F1
key_f12, kf12, F2
key_f13, kf13, F3
key_f14, kf14, F4
key_f15, kf15, F5
key_f16, kf16, F6
key_f17, kf17, F7
key_f18, kf18, F8
key_f19, kf19, F9
key_f2, kf2, k2
key_f20, kf20, FA
key_f21, kf21, FB
key_f22, kf22, FC
key_f23, kf23, FD
key_f24, kf24, FE
key_f25, kf25, FF
key_f26, kf26, FG
key_f27, kf27, FH
key_f28, kf28, FI
key_f29, kf29, FJ
key_f3, kf3, k3
key_f30, kf30, FK
key_f31, kf31, FL

key_f32, kf32, FM
key_f33, kf33, FN
key_f34, kf34, FO
key_f35, kf35, FP
key_f36, kf36, FQ
key_f37, kf37, FR
key_f38, kf38, FS
key_f39, kf39, FT
key_f4, kf4, k4
key_f40, kf40, FU
key_f41, kf41, FV
key_f42, kf42, FW
key_f43, kf43, FX
key_f44, kf44, FY
key_f45, kf45, FZ
key_f46, kf46, Fa
key_f47, kf47, Fb
key_f48, kf48, Fc
key_f49, kf49, Fd
key_f5, kf5, k5
key_f50, kf50, Fe
key_f51, kf51, Ff
key_f52, kf52, Fg
key_f53, kf53, Fh
key_f54, kf54, Fi
key_f55, kf55, Fj
key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58,
Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr
key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0
key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kil1, kA
key_left, kcub1, kl
key_ll, kll, kH
key_mark, kmrk, %2
key_message, kmsg, %3

key_move, kmov, %4
key_next, knxt, %5
key_npage, knp, kN
key_open, kopn, %6
key_options, kopt, %7
key_ppage, kpp, kP
key_previous, kprv, %8
key_print, kprt, %9
key_redo, krdo, %0
key_reference, kref, &1
key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
key_right, kcuf1, kr
key_save, ksav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sdc, kDC, *4
key_sdl, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smessage,
kMSG, %a
key_smove, kMOV, %b
key_snext, kNXT, %c
key_soptions, kOPT, %d
key_sprevious, kPRV, %e
key_sprint, kPRT, %f
key_sr, kri, kR
key_sredo, kRDO, %g
key_sreplace, kRPL, %h
key_sright, kRIT, %i
key_srsume, kRES, %j
key_ssave, kSAV, !1
key_ssuspend, kSPD, !2
key_stab, khts, kT

key_sundo, kUND, !3
key_suspend, kspd, &7
key_undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, l0
lab_f1, lf1, l1
lab_f10, lf10, la
lab_f2, lf2, l2
lab_f3, lf3, l3
lab_f4, lf4, l4
lab_f5, lf5, l5
lab_f6, lf6, l6
lab_f7, lf7, l7
lab_f8, lf8, l8
lab_f9, lf9, l9
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmm, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcud1, ZZ
micro_left, mcub1, Za
micro_right, mcuf1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
newline, nel, nw
order_of_pins, porder, Ze
orig_colors, oc, oc
orig_pair, op, op
pad_char, pad, pc
parm_dch, dch, DC
parm_delete_line, dl, DL
parm_down_cursor, cud, DO
parm_down_micro,
mcud, Zf
parm_ich, ich, IC
parm_index, indn, SF
parm_insert_line, il, AL
parm_left_cursor, cub, LE
parm_left_micro, mcub, Zg
parm_right_cursor, cuf, RI
parm_right_micro, mcuf, Zh
parm_rindex, rin, SR
parm_up_cursor, cuu, UP
parm_up_micro, mcuu, Zi

pkey_key, pfkey, pk
pkey_local, pfloc, pl
pkey_xmit, pfx, px
plab_norm, pln, pn
print_screen, mc0, ps
prtr_non, mc5p, pO
prtr_off, mc4, pf
prtr_on, mc5, po
pulse, pulse, PU
quick_dial, qdial, QD
remove_clock, rmclk, RC
repeat_char, rep, rp
req_for_input, rfi, RF
reset_1string, rs1, r1
reset_2string, rs2, r2
reset_3string, rs3, r3
reset_file, rf, rf
restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
scroll_forward, ind, sf
scroll_reverse, ri, sr
select_char_set, scs, Zj
set_attributes, sgr, sa
set_background, setb, Sb
set_bottom_margin, smgb, Zk
set_bottom_margin_parm, smgbp, Zl
set_clock, sclk, SC
set_color_pair, scp, sp
set_foreground, setf, Sf
set_left_margin, smgl, ML
set_left_margin_parm, smglp, Zm
set_right_margin,
smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st
set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq
start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
these_cause_cr, docr, Zw
to_status_line, tsl, ts

tone, tone, TO
underline_char, uc, uc
up_half_line, hu, hu
user0, u0, u0
user1, u1, u1
user2, u2, u2
user3, u3, u3
user4, u4, u4
user5, u5, u5
user6, u6, u6
user7, u7, u7
user8, u8, u8
user9, u9, u9
wait_tone, wait, WA
xoff_character, xoffc, XF
xon_character, xonc, XN
zero_motion, zerom, Zx
alt_scancode_esc, scesa, S8
bit_image_carriage_return, bicr, Yv
bit_image_newline, binel, Zz
bit_image_repeat, birep, Xy
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispc, S1
end_bit_image_region, endbi, Yy
enter_pc_charset_mode,
smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsc, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pfxl, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7
set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML

set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, elhlm, Xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, sL

Found in path(s):
* /jline-3-20-0-sources-jar/org/jline/utils/capabilities.txt
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Found in path(s):
* /jline-3-20-0-sources-jar/org/jline/console/impl/DefaultPrinter.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/ConsoleEngineImpl.java
* /jline-3-20-0-sources-jar/org/jline/reader/PrintAboveWriter.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Commands.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/history/DefaultHistory.java
* /jline-3-20-0-sources-jar/org/jline/console/ArgDesc.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/DefaultHighlighter.java
* /jline-3-20-0-sources-jar/org/jline/console/Printer.java
* /jline-3-20-0-sources-jar/org/jline/widget/TailTipWidgets.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Styles.java
*
 /jline-3-20-0-sources-jar/org/jline/reader/LineReader.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/SystemRegistryImpl.java
* /jline-3-20-0-sources-jar/org/jline/utils/AttributedCharSequence.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/CompletionMatcherImpl.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Completers.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractTerminal.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/SystemHighlighter.java
* /jline-3-20-0-sources-jar/org/jline/console/SystemRegistry.java
* /jline-3-20-0-sources-jar/org/jline/utils/AttributedStyle.java
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Found in path(s):
* /jline-3-20-0-sources-jar/org/jline/reader/Reference.java
* /jline-3-20-0-sources-jar/org/jline/reader/Expander.java
* /jline-3-20-0-sources-jar/org/jline/terminal/spi/Pty.java
* /jline-3-20-0-sources-jar/org/jline/utils/package-info.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/CursorSupport.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/win/WindowsAnsiWriter.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/NullCompleter.java
* /jline-3-20-0-sources-jar/org/jline/utils/Levenshtein.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/AggregateCompleter.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/history/package-info.java
*
 /jline-3-20-0-sources-jar/org/jline/keymap/KeyMap.java
* /jline-3-20-0-sources-jar/org/jline/utils/OSUtils.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/package-info.java
* /jline-3-20-0-sources-jar/org/jline/terminal/MouseEvent.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/package-info.java
* /jline-3-20-0-sources-jar/org/jline/terminal/Attributes.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/MouseSupport.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/ExecPty.java
* /jline-3-20-0-sources-jar/org/jline/utils/AttributedString.java
* /jline-3-20-0-sources-jar/org/jline/utils/ShutdownHooks.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractPosixTerminal.java
* /jline-3-20-0-sources-jar/org/jline/utils/DiffHelper.java
* /jline-3-20-0-sources-jar/org/jline/utils/WCWidth.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/DefaultExpander.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Source.java
*
 /jline-3-20-0-sources-jar/org/jline/utils/ExecHelper.java
* /jline-3-20-0-sources-jar/org/jline/terminal/Cursor.java
* /jline-3-20-0-sources-jar/org/jline/reader/Macro.java
* /jline-3-20-0-sources-jar/org/jline/utils/InputStreamReader.java
* /jline-3-20-0-sources-jar/org/jline/reader/Binding.java
* /jline-3-20-0-sources-jar/org/jline/reader/UserInterruptException.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/UndoTree.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/EnumCompleter.java
* /jline-3-20-0-sources-jar/org/jline/reader/Widget.java
* /jline-3-20-0-sources-jar/org/jline/reader/package-info.java
* /jline-3-20-0-sources-jar/org/jline/utils/ClosedException.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/NativeSignalHandler.java

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Found in path(s):
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractWindowsTerminal.java
* /jline-3-20-0-sources-jar/org/jline/reader/Candidate.java
* /jline-3-20-0-sources-jar/org/jline/utils/Status.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractPty.java
* /jline-3-20-0-sources-jar/org/jline/builtins/ConfigurationPath.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Tmux.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/ArgumentCompleter.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/StringsCompleter.java
* /jline-3-20-0-sources-jar/org/jline/utils/InfoCmp.java
* /jline-3-20-0-sources-jar/org/jline/reader/Highlighter.java
*
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* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-remote-ssh/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-reader/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-terminal-jna/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-builtins/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-style/pom.xml
* /jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-terminal/pom.xml
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* /jline-3-20-0-sources-jar/org/jline/utils/Signals.java
* /jline-3-20-0-sources-jar/org/jline/console/CommandInput.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/JansiNativePty.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/AbstractCommandRegistry.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/win/JnaWinSysTerminal.java
* /jline-3-20-0-sources-jar/org/jline/reader/LineReaderBuilder.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/SystemCompleter.java
*
 /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/linux/CLibrary.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/osx/CLibrary.java
* /jline-3-20-0-sources-jar/org/jline/widget/Widgets.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/linux/LinuxNativePty.java
* /jline-3-20-0-sources-jar/org/jline/widget/AutopairWidgets.java
* /jline-3-20-0-sources-jar/org/jline/console/CommandRegistry.java
* /jline-3-20-0-sources-jar/org/jline/builtins/Nano.java
* /jline-3-20-0-sources-jar/org/jline/console/CommandMethods.java
* /jline-3-20-0-sources-jar/org/jline/terminal/spi/JnaSupport.java
* /jline-3-20-0-sources-jar/org/jline/terminal/TerminalBuilder.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/JnaSupportImpl.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/Builtins.java
* /jline-3-20-0-sources-jar/org/jline/utils/Display.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/win/JansiWinSysTerminal.java

* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/solaris/SolarisNativePty.java
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 /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/JansiSupportImpl.java
* /jline-3-20-0-sources-jar/org/jline/utils/Log.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/DefaultParser.java
* /jline-3-20-0-sources-jar/org/jline/reader/Parser.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/LineReaderImpl.java
* /jline-3-20-0-sources-jar/org/jline/builtins/ConsoleOptionGetter.java
* /jline-3-20-0-sources-jar/org/jline/console/impl/JlineCommandRegistry.java
* /jline-3-20-0-sources-jar/org/jline/reader/CompletionMatcher.java
* /jline-3-20-0-sources-jar/org/jline/console/CmdLine.java
* /jline-3-20-0-sources-jar/org/jline/reader/EndOfFileException.java
* /jline-3-20-0-sources-jar/org/jline/builtins/TTop.java
* /jline-3-20-0-sources-jar/org/jline/console/ConsoleEngine.java
* /jline-3-20-0-sources-jar/org/jline/utils/ColorPalette.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/solaris/CLibrary.java
* /jline-3-20-0-sources-jar/org/jline/console/CmdDesc.java
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 /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/freebsd/CLibrary.java
* /jline-3-20-0-sources-jar/org/jline/terminal/spi/JansiSupport.java
* /jline-3-20-0-sources-jar/org/jline/console/ScriptEngine.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/freebsd/FreeBsdNativePty.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/JnaNativePty.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/osx/OsXNativePty.java
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* /jline-3-20-0-sources-jar/org/jline/builtins/telnet/TelnetIO.java
* /jline-3-20-0-sources-jar/org/jline/builtins/telnet/Connection.java
* /jline-3-20-0-sources-jar/org/jline/builtins/telnet/ConnectionData.java
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* /jline-3-20-0-sources-jar/org/jline/reader/History.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/PosixSysTerminal.java
* /jline-3-20-0-sources-jar/org/jline/reader/CompletingParsedLine.java
* /jline-3-20-0-sources-jar/org/jline/utils/NonBlocking.java
* /jline-3-20-0-sources-jar/org/jline/utils/NonBlockingReader.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleExpression.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/KillRing.java
* /jline-3-20-0-sources-jar/org/jline/utils/StyleResolver.java
* /jline-3-20-0-sources-jar/org/jline/terminal/Size.java

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 /jline-3-20-0-sources-jar/org/jline/reader/Completer.java
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* /jline-3-20-0-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
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* /jline-3-20-0-sources-jar/org/jline/terminal/impl/ExternalTerminal.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/DumbTerminal.java
* /jline-3-20-0-sources-jar/org/jline/builtins/NfaMatcher.java
* /jline-3-20-0-sources-jar/org/jline/utils/NonBlockingInputStream.java
* /jline-3-20-0-sources-jar/org/jline/utils/NonBlockingReaderImpl.java
*
 /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/win/Kernel32.java
* /jline-3-20-0-sources-jar/org/jline/keymap/BindingReader.java
* /jline-3-20-0-sources-jar/org/jline/reader/MaskingCallback.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleSource.java
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* /jline-3-20-0-sources-jar/org/jline/utils/NonBlockingPumpInputStream.java
* /jline-3-20-0-sources-jar/org/jline/builtins/ssh/Ssh.java
* /jline-3-20-0-sources-jar/org/jline/builtins/ssh/ShellFactoryImpl.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/BufferImpl.java
* /jline-3-20-0-sources-jar/org/jline/style/InterpolationHelper.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleBundle.java
* /jline-3-20-0-sources-jar/org/jline/utils/WriterOutputStream.java
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 /jline-3-20-0-sources-jar/org/jline/style/StyleBundleInvocationHandler.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleResolver.java
* /jline-3-20-0-sources-jar/org/jline/style/StyledWriter.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/solaris/SolarisNativePty.java
* /jline-3-20-0-sources-jar/org/jline/style/MemoryStyleSource.java
* /jline-3-20-0-sources-jar/org/jline/utils/PumpReader.java
* /jline-3-20-0-sources-jar/org/jline/reader/impl/SimpleMaskingCallback.java
* /jline-3-20-0-sources-jar/org/jline/builtins/ssh/ShellCommand.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/osx/OsXNativePty.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleColor.java
* /jline-3-20-0-sources-jar/org/jline/builtins/telnet/Telnet.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/freebsd/FreeBsdNativePty.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/linux/LinuxNativePty.java
*
 /jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/win/JnaWinConsoleWriter.java
* /jline-3-20-0-sources-jar/org/jline/utils/NonBlockingPumpReader.java
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1.358 swagger 2.0.7

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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionStats.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
*

/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SniHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkSslContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkSslClientContext.java
*
/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/CipherSuiteConverter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslEngineMap.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/UniqueIpFilter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
*
/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslUtils.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslContext.java
*
/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/CipherSuiteFilter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSsl.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
*

/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
*
/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
*
 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
*
 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleState.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/address/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
*
 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
*
 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
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 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/pcap/PcapWriteHandler.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
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 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/flush/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/flow/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/PemValue.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
*
/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ocsp/package-info.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
*
 /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslCompletionEvent.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/AbstractSniHandler.java

1.360 rxjava 2.1.10

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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTakeUntilPredicate.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableAmb.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeZipArray.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMap.java
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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleFlatMapCompletable.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMapNotification.java

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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSkip.java
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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleFlatMapMaybe.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleEquals.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/subscriptions/BooleanSubscription.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/disposables/EmptyDisposable.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableAmb.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableDebounceTimed.java
* /rxjava-2-1-10-sources-jar/io/reactivex/CompletableConverter.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/NewThreadWorker.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableToListSingle.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/fuseable/HasUpstreamCompletableSource.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/observers/BlockingObserver.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
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 /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
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 /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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* /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
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* /rxjava-2-1-10-sources-jar/io/reactivex/plugins/package-info.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/IoScheduler.java
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* /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
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 /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/TrampolineScheduler.java
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* /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
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* /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
*

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1.361 failureaccess 1.0.1

1.362 error_prone_annotations 2.11.0

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* /error-prone-annotations-2-11-0-1-jar/META-
INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.363 metrics-jersey2 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jersey2
Build-Jdk-Spec: 1.8
Bundle-Description: A set of class providing Metrics integration for J
ersey, the reference JAX-RS implementation.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jersey 2.x
Bundle-SymbolicName: io.dropwizard.metrics.jersey2
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jersey2;uses:="com.codahale.metri
cs,javax.ws.rs.core,javax.ws.rs.ext,org.glassfish.jersey.server.model
,org.glassfish.jersey.server.monitoring";version="4.1.33"
Implementation-Title: Metrics Integration for Jersey 2.x
Implementation-Version: 4.1.33
Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.me
trics.annotation;version="[4.1,5)",javax.ws.rs.core;version="[2.1,3)"
,javax.ws.rs.ext;version="[2.1,3)",org.glassfish.jersey.server;versio
n="[2.36,3)",org.glassfish.jersey.server.model;version="[2.36,3)",org
.glassfish.jersey.server.monitoring;version="[2.36,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

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1.364 hk2-utils 2.6.1

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Source Code

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* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
* https://github.com/eclipse-ee4j/glassfish-shoal
* https://github.com/eclipse-ee4j/glassfish-cdi-porting-tck
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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/RouteVersionFilter.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/Route.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/UnsatisfiedPartRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/DefaultVersionProvider.java
*
/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/qualifier/ConsumesMediaTypeQualifier.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/resolution/VersionResolver.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/naming/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/RouteMatchUtils.java
* /micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/resolution/HeaderVersionResolverConfiguration.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/MethodBasedRouteMatch.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/ErrorRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/GroovyRouteBuilder.groovy
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/MethodBasedRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/RouteMatch.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/DefaultUriRouteMatch.java
*
/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/UriRouteMatch.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/DuplicateRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/RoutingException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/BasicObjectRouteMatch.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/DefaultFilterRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/DefaultRouter.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/FilterRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/naming/HyphenatedUriNamingStrategy.java
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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/qualifier/ProducesMediaTypeQualifier.java
*
/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/BeanDefinitionFilterRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/Router.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/UnsatisfiedRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/AnnotatedFilterRouteBuilder.java
* /micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedQueryValueRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/UnresolvedArgument.java
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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/UnsatisfiedBodyRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/qualifier/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/resolution/HeaderVersionResolver.java
*

/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/ResourceRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/AnnotatedMethodRouteBuilder.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/VersionRouteMatchFilter.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/RouteInfo.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/filter/RouteMatchFilter.java
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jar/io/micronaut/web/router/version/resolution/ParameterVersionResolverConfiguration.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/StaticResourceResolver.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/VersionAwareRouterListener.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/UnsatisfiedHeaderRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/StaticResourceConfiguration.java
*
/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/NullArgument.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/DefaultRouteBuilder.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/resolution/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/StatusRouteMatch.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/RoutesVersioningConfiguration.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/UriRoute.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/StatusRoute.java
* /micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedPathVariableRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/filter/FilteredRouter.java
* /micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedRequestAttributeRouteException.java
*
/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/ConfigurationDefaultVersionProvider.java
* /micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedCookieValueRouteException.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/resolution/ParameterVersionResolver.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/RouteBuilder.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/package-info.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/resolution/RequestVersionResolver.java
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/package-info.java
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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/StaticResourceResolverFactory.java

1.367 guice 4.1.0

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1.368 jetty-util-ajax 9.4.49.v20220914

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* /bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/RecordCodecProvider.java
* /bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/annotations/BsonId.java
* /bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/annotations/package-info.java
* /bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/annotations/BsonRepresentation.java

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/bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/package-info.java
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1.370 tar 1.26-35.el7

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1.372 jctools-core 3.3.0

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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/spec/Preference.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/package-info.java
*
 /jctools-core-3-3-0-sources-jar/org/jctools/queues/spec/Ordering.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/IndexedQueueSizeUtil.java
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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/QueueFactory.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/LinkedQueueNode.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java

* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
*
 /jctools-core-3-3-0-sources-jar/org/jctools/queues/MessagePassingQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscLinkedQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscChunkedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeRefArrayAccess.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/AbstractEntry.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingSetInt.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
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 /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpmcArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseLinkedQueue.java
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*
 /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscLinkedQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscGrowableArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeAccess.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SupportsIterator.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscChunkedArrayQueue.java
*
 /jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeLongArrayAccess.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscUnboundedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/InternalAPI.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashMap.java

* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
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*
/jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashMapLong.java
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1.373 gnupg 2.0.22-5.el7_5

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1.374 aopalliance-repackaged 2.6.1

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* 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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module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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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

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

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following Apache Tomcat jars, all ASL2
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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

Mortbay

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

Assorted

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1.376 logback-core 1.2.11

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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.)

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

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally
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1.378 libnss-nis 2.17

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The reason we have a separate public license for some libraries is that

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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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 your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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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.

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

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

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less

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The ``Library'', below, refers to any such software library or work

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 cause the whole of the work to be licensed at no
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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.)
@end enumerate

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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.

@item
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.

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

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@enumerate a
@item
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.)

@item
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
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@item
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@end enumerate

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@enumerate a
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@item
Give prominent notice with the combined library of the fact
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@subheading END OF TERMS AND CONDITIONS

@page

@subheading How to Apply These Terms to Your New Libraries

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smallexample

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Ty Coon, President of Vice
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from a designated place, then offering equivalent access to copy the
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5. A program that contains no derivative of any portion of the
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However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
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Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
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operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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1.379 abego-treelayout-core 1.0.3

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1.380 hdrhistogram 2.1.8

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* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SynchronizedDoubleHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleLinearIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Version.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/RecordedValuesIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/IntCountsHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AbstractHistogramIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SingleWriterRecorder.java
*
 /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Histogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleHistogramIterationValue.java

* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramIterationValue.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ShortCountsHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ZigZagEncoding.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/LogarithmicIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/LinearIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleAllValuesIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Recorder.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AtomicHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleRecorder.java
*
 /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AbstractHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/PercentileIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AllValuesIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleLogarithmicIterator.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ConcurrentHistogram.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AbstractHistogramLogReader.java
* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/EncodableHistogram.java
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package org.HdrHistogram;

final class Version {
  public static final String version="$VERSION$";
  public static final String build_time="$BUILD_TIME$";
}
```

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* /hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Version.java.template

1.381 kotlin 1.7.10

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1.382 gson 2.8.9

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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonSyntaxException.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonReader.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonScope.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonToken.java

* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonWriter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LinkedHashTreeMap.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LinkedTreeMap.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/ToNumberStrategy.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DateTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/ConstructorConstructor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/internal/UnsafeAllocator.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LazilyParsedNumber.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonStreamParser.java
* /gson-2-8-9-sources-2-jar/com/google/gson/LongSerializationPolicy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldAttributes.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonParser.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonElement.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonObject.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonArray.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/SerializedName.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/Excluder.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonParseException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/ObjectConstructor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/Gson.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonIOException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializer.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Expose.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/Primitives.java
* /gson-2-8-9-sources-2-jar/com/google/gson/GsonBuilder.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializer.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Since.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonPrimitive.java
* /gson-2-8-9-sources-2-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Until.java
* /gson-2-8-9-sources-2-jar/com/google/gson/InstanceCreator.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonNull.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/TypeAdapter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/JsonAdapter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/ReflectionAccessor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/internal/JavaVersion.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/GsonBuildConfig.java

1.383 opentelemetry-proto 0.11.0

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1.387 aws-java-sdk 1.11.942

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*/
/**
    *
    * Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important
    * information needed to manage the secret.
    *
    *
    * Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.
    * Each version contains
 a copy of the encrypted secret data. Each version is associated with one or more
    * "staging labels" that identify where the version is in the rotation cycle. The
    * <code>SecretVersionsToStages</code> field of the secret contains the mapping of staging labels to the active
    * versions of the secret. Versions without a staging label are considered deprecated and not included in the list.
    *

```
    * <p>
    * You provide the secret data to be encrypted by putting text in either the <code>SecretString</code> parameter or
    * binary data in the <code>SecretBinary</code> parameter, but not both. If you include <code>SecretString</code> or
    * <code>SecretBinary</code> then Secrets Manager also creates an initial secret version and automatically attaches
    * the staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation to encrypt or decrypt the <code>SecretString</code>
 or <code>SecretBinary</code> for a
    * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets
    * Manager uses the account's default AWS managed customer master key (CMK) with the alias
    * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates
    * it for you automatically. All users and roles in the same AWS account automatically have access to use the
    * default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
    * default CMK for the account
 using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * </p>
    * <p>
    * <b>Minimum permissions</b>
```

```
   * </p>
   * <p>
   * To run this command, you must have the following permissions:
   * </p>
   * <ul>
   * <li>
   * <p>
   * secretsmanager:CreateSecret
   * </p>
   * </li>
   * <li>
   * <p>
   * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You
do not
   * need this permission
 to use the account default AWS managed CMK for Secrets Manager.
   * </p>
   * </li>
   * <li>
   * <p>
   * kms:Decrypt - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
need this
   * permission to use the account default AWS managed CMK for Secrets Manager.
   * </p>
   * </li>
   * <li>
   * <p>
   * secretsmanager:TagResource - needed only if you include the <code>Tags</code> parameter.
   * </p>
   * </li>
   * </ul>
   * <p>
   * <b>Related operations</b>
   * </p>
   * <ul>
   * <li>
   * <p>
   * To delete a secret, use <a>DeleteSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To modify an existing secret, use <a>UpdateSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To create a new version of a secret, use <a>PutSecretValue</a>.
```

```
* </p>
* </li>
* <li>
* <p>
* To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue</a>.
 * </p>
* </li>
* <li>
* <p>
* To retrieve all other details for a secret, use <a>DescribeSecret</a>. This does not include the encrypted secure
* string and secure binary values.
* </p>
* </li>
* <li>
* <p>
* To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret</a> and examine
* the <code>SecretVersionsToStages</code> response value.
* </p>
* </li>
* </ul>
*
* @param createSecretRequest
* @return Result of the CreateSecret operation returned by the service.
* @throws InvalidParameterException
*         You provided an invalid value for a parameter.
* @throws InvalidRequestException
*         You provided a parameter value that is not valid for the current state of the resource.</p>
*         <p>
*         Possible causes:
*         </p>
*         <ul>
*         <li>
*         <p>

*         You tried to perform the operation on a secret that's currently marked deleted.
*         </p>
*         </li>
*         <li>
*         <p>
*         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
*         you didn't include such an ARN as a parameter in this call.
*         </p>
*         </li>
* @throws LimitExceededException
*         The request failed because it would exceed one of the Secrets Manager internal limits.
* @throws EncryptionFailureException
*         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
*         customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
```

```
    *        <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects Use
    *        of a Customer Master Key</a>.
    * @throws ResourceExistsException
    *        A resource with the ID you requested already exists.
    * @throws ResourceNotFoundException
    *        We can't find the resource that you asked for.
    * @throws MalformedPolicyDocumentException
    *        The policy document that you provided isn't valid.
    * @throws InternalServiceErrorException
    *        An error occurred on the server side.
    * @throws PreconditionNotMetException
    *        The request failed because you did not complete all the prerequisite steps.
    * @sample AWSSecretsManager.CreateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret" target="_top">AWS
    *      API Documentation</a>
    */
    /**
    * <p>
    * Retrieves the contents of the encrypted fields <code>SecretString</code> or <code>SecretBinary</code> from the
    * specified version of a secret, whichever contains content.
    * </p>
    * <p>
    * <b>Minimum permissions</b>
     * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:GetSecretValue
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:Decrypt - required only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this
    * permission to use the account's default AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
```

```
    * <ul>
    * <li>
    * <p>
    * To create a new version of the secret with different encrypted information, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve the non-encrypted details for the secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * </ul>
    *
    * @param getSecretValueRequest
    * @return Result of the GetSecretValue operation returned by the service.
    * @throws ResourceNotFoundException
     *         We can't find the resource that you asked for.
    * @throws InvalidParameterException
    *         You provided an invalid value for a parameter.
    * @throws InvalidRequestException
    *         You provided a parameter value that is not valid for the current state of the resource.</p>
    *         <p>
    *         Possible causes:
    *         </p>
    *         <ul>
    *         <li>
    *         <p>
    *         You tried to perform the operation on a secret that's currently marked deleted.
    *         </p>
    *         </li>
    *         <li>
    *         <p>
    *         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
    *         you didn't include such an ARN as a parameter in this call.
    *         </p>
    *         </li>
    * @throws DecryptionFailureException
    *         Secrets Manager can't decrypt the protected secret text using the provided KMS key.
     * @throws InternalServiceErrorException
    *         An error occurred on the server side.
    * @sample AWSSecretsManager.GetSecretValue
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/GetSecretValue"
target="_top">AWS
    *      API Documentation</a>
    */
   /**
    * <p>
    * Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
```

```
    * attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
    * <code>SecretBinary</code> value. You can also specify the staging labels that are initially attached to the new
    * version.
    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
    * the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>
    * <p>
    *
 If this operation creates the first version for the secret then Secrets Manager automatically attaches the
    * staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * <li>
    * <p>
    * If another version of this secret already exists, then this operation does not automatically move any staging
    * labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
    * </p>
    * </li>
    * <li>
    * <p>
    * If this operation moves the staging label <code>AWSCURRENT</code> from another version to this version
(because
    * you included it in the <code>StagingLabels</code> parameter) then Secrets Manager also automatically moves
the
    * staging label <code>AWSPREVIOUS</code> to the version that <code>AWSCURRENT</code> was
removed from.
    * </p>
    * </li>
    * <li>
    * <p>
    * This operation is idempotent. If a version with a <code>VersionId</code> with the same value as the
    * <code>ClientRequestToken</code>
 parameter already exists and you specify the same secret data, the operation
    * succeeds but does nothing. However, if the secret data is different, then the operation fails because you cannot
    * modify an existing version; you can only create new ones.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
```

```
    * <p>
    * If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code> for a
    * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets
    * Manager uses the account's default AWS managed customer master key (CMK) with the alias
    * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates
    * it for you automatically. All users and roles in the same AWS account automatically have access to use the
    * default CMK. Note that if an Secrets Manager API
 call results in AWS creating the account's AWS-managed CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>

    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:PutSecretValue
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
```

```
* need this permission to use the account's default AWS managed CMK for Secrets Manager.
* </p>
* </li>
* </ul>
* <p>
* <b>Related operations</b>
* </p>
* <ul>
* <li>
* <p>
* To retrieve the encrypted value you store in the version of a secret, use <a>GetSecretValue</a>.
* </p>
* </li>
* <li>
* <p>
* To create a secret, use <a>CreateSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To get the details for a secret, use <a>DescribeSecret</a>.
* </p>
* </li>
* <li>
* <p>
 * To list the versions attached to a secret, use <a>ListSecretVersionIds</a>.
* </p>
* </li>
* </ul>
*
* @param putSecretValueRequest
* @return Result of the PutSecretValue operation returned by the service.
* @throws InvalidParameterException
*         You provided an invalid value for a parameter.
* @throws InvalidRequestException
*         You provided a parameter value that is not valid for the current state of the resource.</p>
*         <p>
*         Possible causes:
*         </p>
*         <ul>
*         <li>
*         <p>
*         You tried to perform the operation on a secret that's currently marked deleted.
*         </p>
*         </li>
*         <li>
*         <p>
*         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
```

```
     *         you didn't include such an ARN as a parameter in this call.
     *
     *       </p>
     *         </li>
     * @throws LimitExceededException
     *         The request failed because it would exceed one of the Secrets Manager internal limits.
     * @throws EncryptionFailureException
     *         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
     *         customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
     *         <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects Use
     *         of a Customer Master Key</a>.
     * @throws ResourceExistsException
     *         A resource with the ID you requested already exists.
     * @throws ResourceNotFoundException
     *         We can't find the resource that you asked for.
     * @throws InternalServiceErrorException
     *         An error occurred on the server side.
     * @sample AWSSecretsManager.PutSecretValue
     * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue" target="_top">AWS
     *      API Documentation</a>
     */
    /**
     * <p>
     * Modifies many of the details of the specified secret. If you include a <code>ClientRequestToken</code> and
     * <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version attached
     * to the secret.
     * </p>
     * <p>
     * To modify the rotation configuration of a secret, use <a>RotateSecret</a> instead.
     * </p>
     * <note>
     * <p>
     * The Secrets Manager console uses only the <code>SecretString</code> parameter and therefore limits you to
     * encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,
     * you must use either the AWS CLI or one of the AWS SDKs.
     * </p>
     * </note>
     * <ul>
     * <li>
     * <p>
     * If a version with a <code>VersionId</code> with the same value as the <code>ClientRequestToken</code> parameter
     * already exists, the operation results in an error. You cannot modify an existing version, you can only create a
     * new version.
     * </p>
```

```
   * </li>
   * <li>
   * <p>
   * If you include <code>SecretString</code> or <code>SecretBinary</code> to create a new secret version, Secrets
   * Manager automatically attaches the staging label <code>AWSCURRENT</code> to the new version.
   * </p>
   * </li>
   * </ul>
   * <note>
   * <ul>
   * <li>
   * <p>
   * If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code> for a
   * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets
   * Manager uses the account's default AWS managed customer master key (CMK) with the alias
   * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates
   * it for you automatically.
 All users and roles in the same AWS account automatically have access to use the
   * default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed CMK, it
   * can result in a one-time significant delay in returning the result.
   * </p>
   * </li>
   * <li>
   * <p>
   * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
   * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
   * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
   * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
   * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
   * a different account then the AWS KMS key policy must grant cross-account
 access to that other account's user or
   * role for both the kms:GenerateDataKey and kms:Decrypt operations.
   * </p>
   * </li>
   * </ul>
   * </note>
   * <p>
   * <b>Minimum permissions</b>
   * </p>
   * <p>
```

```
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:UpdateSecret
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need
this
    * permission to use the account's AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:Decrypt - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
permission
    * to use the account's AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
    * <ul>
    * <li>
    * <p>
    * To
 create a new secret, use <a>CreateSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To add only a new version to an existing secret, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To get the details for a secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To list the versions contained in a secret, use <a>ListSecretVersionIds</a>.
    * </p>
    * </li>
```

```
     * </ul>
     *
     * @param updateSecretRequest
     * @return Result of the UpdateSecret operation returned by the service.
     * @throws InvalidParameterException
     *         You provided an invalid value for a parameter.
     * @throws InvalidRequestException
     *         You provided a parameter value that is not valid for the current state of the resource.</p>
     *         <p>
     *         Possible causes:
     *         </p>
     *         <ul>
     *         <li>
     *         <p>
     *         You tried to perform the
     operation on a secret that's currently marked deleted.
     *         </p>
     *         </li>
     *         <li>
     *         <p>
     *         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
     *         you didn't include such an ARN as a parameter in this call.
     *         </p>
     *         </li>
     * @throws LimitExceededException
     *         The request failed because it would exceed one of the Secrets Manager internal limits.
     * @throws EncryptionFailureException
     *         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
     *         customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
     *         <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
    Use
     *         of a Customer Master Key</a>.
     * @throws ResourceExistsException
     *
     A resource with the ID you requested already exists.
     * @throws ResourceNotFoundException
     *         We can't find the resource that you asked for.
     * @throws MalformedPolicyDocumentException
     *         The policy document that you provided isn't valid.
     * @throws InternalServiceErrorException
     *         An error occurred on the server side.
     * @throws PreconditionNotMetException
     *         The request failed because you did not complete all the prerequisite steps.
     * @sample AWSSecretsManager.UpdateSecret
     * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
    target="_top">AWS
     *      API Documentation</a>
     */
```

Found in path(s):
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerClient.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/AWSSecretsManager.java
No license file was found, but licenses were detected in source scan.

```
/*
* Copyright 2016-2021 Amazon.com, Inc. or its affiliates. All Rights Reserved.
*
* Licensed under the Apache License, Version 2.0 (the "License"). You may not use this file except in compliance with
* the License. A copy of the License is located at
*
* http://aws.amazon.com/apache2.0
*
* or in the "license" file accompanying this file. This file 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.
*/
/**
   * <p>
   * Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important
   * information needed to manage the secret.
   * </p>
   * <p>
   * Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.
   * Each version contains
 a copy of the encrypted secret data. Each version is associated with one or more
   * "staging labels" that identify where the version is in the rotation cycle. The
   * <code>SecretVersionsToStages</code> field of the secret contains the mapping of staging labels to the active
   * versions of the secret. Versions without a staging label are considered deprecated and not included in the list.
   * </p>
   * <p>
   * You provide the secret data to be encrypted by putting text in either the <code>SecretString</code> parameter or
   * binary data in the <code>SecretBinary</code> parameter, but not both. If you include <code>SecretString</code> or
   * <code>SecretBinary</code> then Secrets Manager also creates an initial secret version and automatically attaches
   * the staging label <code>AWSCURRENT</code> to the new version.
   * </p>
   * <note>
   * <ul>
   * <li>
```

```
    * <p>
    * If you call an operation to encrypt or decrypt the <code>SecretString</code>
 or <code>SecretBinary</code> for a
    * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key,
Secrets
    * Manager uses the account's default AWS managed customer master key (CMK) with the alias
    * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
creates
    * it for you automatically. All users and roles in the same AWS account automatically have access to use the
    * default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed
CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access
the
    * default CMK for the account
 using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you
call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using
credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user
or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * </p>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:CreateSecret
    * </p>
    * </li>
    * <li>
    * <p>
```

* kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
* need this permission
to use the account default AWS managed CMK for Secrets Manager.
*
*
*
*
* kms:Decrypt - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this
* permission to use the account default AWS managed CMK for Secrets Manager.
*
*
*
*
* secretsmanager:TagResource - needed only if you include the <code>Tags</code> parameter.
*
*
*
*
* Related operations
*
*
*
*
* To delete a secret, use <a>DeleteSecret.
*
*
*
*
* To modify an existing secret, use <a>UpdateSecret.
*
*
*
*
* To create a new version of a secret, use <a>PutSecretValue.
*
*
*
*
* To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue.
*
*
*
*
* To retrieve all other details for a secret, use <a>DescribeSecret. This does not include the encrypted secure
* string and secure binary values.
*

```
    * </li>
    * <li>
    * <p>
    * To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret</a> and examine
    * the <code>SecretVersionsToStages</code> response value.
    * </p>
    * </li>
    * </ul>
    *
    * @param createSecretRequest
    * @return A Java Future containing the result of the CreateSecret operation returned by the service.
    * @sample AWSSecretsManagerAsync.CreateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Retrieves the contents of the encrypted fields <code>SecretString</code> or <code>SecretBinary</code> from
the
    * specified
 version of a secret, whichever contains content.
    * </p>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:GetSecretValue
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:Decrypt - required only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
need this
    * permission to use the account's default AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
    * <ul>
    * <li>
```

```
    * <p>
    * To create a new version of the secret with different encrypted information, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve the non-encrypted details for the secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * </ul>
    *
    * @param getSecretValueRequest
     * @return A Java Future containing the result of the GetSecretValue operation returned by the service.
    * @sample AWSSecretsManagerAsync.GetSecretValue
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/GetSecretValue"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
    * attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
    * <code>SecretBinary</code> value. You can also specify the staging labels that are initially attached to the new
    * version.
    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
    * the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>


  * <p>
    * If this operation creates the first version for the secret then Secrets Manager automatically attaches the
    * staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * <li>
    * <p>
    * If another version of this secret already exists, then this operation does not automatically move any staging
    * labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
    * </p>
    * </li>
    * <li>
    * <p>
```

```
    * If this operation moves the staging label <code>AWSCURRENT</code> from another version to this version (because
    * you included it in the <code>StagingLabels</code> parameter) then Secrets Manager also automatically moves the
    * staging label <code>AWSPREVIOUS</code> to the version that <code>AWSCURRENT</code> was removed from.
    * </p>
    * </li>
    * <li>
    * <p>
    * This operation is idempotent. If a version with a <code>VersionId</code> with the same value as the
     * <code>ClientRequestToken</code> parameter already exists and you specify the same secret data, the operation
    * succeeds but does nothing. However, if the secret data is different, then the operation fails because you cannot
    * modify an existing version; you can only create new ones.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code> for a
    * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets
    * Manager uses the account's default AWS managed customer master key (CMK) with the alias
    * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates
    * it for you automatically. All users and roles in the same AWS account automatically have access to use the
    * default CMK. Note that if an Secrets
 Manager API call results in AWS creating the account's AWS-managed CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
```

```
   * </p>

   * </li>
   * </ul>
   * </note>
   * <p>
   * <b>Minimum permissions</b>
   * </p>
   * <p>
   * To run this command, you must have the following permissions:
   * </p>
   * <ul>
   * <li>
   * <p>
   * secretsmanager:PutSecretValue
   * </p>
   * </li>
   * <li>
   * <p>
   * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You
do not
   * need this permission to use the account's default AWS managed CMK for Secrets Manager.
   * </p>
   * </li>
   * </ul>
   * <p>
   * <b>Related operations</b>
   * </p>
   * <ul>
   * <li>
   * <p>
   * To retrieve the encrypted value you store in the version of a secret, use <a>GetSecretValue</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To create a secret, use <a>CreateSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To get the details for a secret, use <a>DescribeSecret</a>.
   * </p>
   * </li>
   * <li>
    * <p>
   * To list the versions attached to a secret, use <a>ListSecretVersionIds</a>.
   * </p>
```

```
    * </li>
    * </ul>
    *
    * @param putSecretValueRequest
    * @return A Java Future containing the result of the PutSecretValue operation returned by the service.
    * @sample AWSSecretsManagerAsync.PutSecretValue
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Modifies many of the details of the specified secret. If you include a <code>ClientRequestToken</code> and
    * <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version
attached
    * to the secret.
    * </p>
    * <p>
    * To modify the rotation configuration of a secret, use <a>RotateSecret</a> instead.
    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> parameter
 and therefore limits you to
    * encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,
    * you must use either the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>
    * <p>
    * If a version with a <code>VersionId</code> with the same value as the <code>ClientRequestToken</code>
parameter
    * already exists, the operation results in an error. You cannot modify an existing version, you can only create a
    * new version.
    * </p>
    * </li>
    * <li>
    * <p>
    * If you include <code>SecretString</code> or <code>SecretBinary</code> to create a new secret version,
Secrets
    * Manager automatically attaches the staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
```

```
    * <p>
    * If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code>
 for a
    * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key,
Secrets
    * Manager uses the account's default AWS managed customer master key (CMK) with the alias
    * <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
creates
    * it for you automatically. All users and roles in the same AWS account automatically have access to use the
    * default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed
CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access
the
    * default CMK for the account using credentials from a different
 AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you
call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using
credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user
or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:UpdateSecret
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need
this
```

```
    * permission to use the account's AWS managed CMK for Secrets Manager.
     * </p>
    * </li>
    * <li>
    * <p>
    * kms:Decrypt - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
permission
    * to use the account's AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
    * <ul>
    * <li>
    * <p>
    * To create a new secret, use <a>CreateSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To add only a new version to an existing secret, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To get the details for a secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To list the versions contained in a secret, use <a>ListSecretVersionIds</a>.
    * </p>
    * </li>
    * </ul>
    *
    * @param updateSecretRequest
    * @return A Java Future containing the result of the UpdateSecret operation returned by the service.
    * @sample AWSSecretsManagerAsync.UpdateSecret
     * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
target="_top">AWS
    *      API Documentation</a>
    */
```

Found in path(s):
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use
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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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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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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
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1.391 gobject-introspection 1.56.1-1.el7

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1.393 micronaut-http-client-core 3.8.8

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* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/binders/HeaderClientRequestBinder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/StreamingHttpClientFactoryResolver.java
*
/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/binders/VersionClientRequestBinder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/SseClientFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/package-info.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/ClientRequestBinder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/SseClientFactoryResolver.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClientFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClientFactoryResolver.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/StreamingHttpClientFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClientFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClientFactoryResolver.java
*
/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/binders/AttributeClientRequestBinder.java
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* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/StreamingHttpClient.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClientConfiguration.java
*
 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/StreamingHttpClientRegistry.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/DefaultLoadBalancerResolver.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/interceptor/configuration/package-info.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/DefaultHttpClientConfiguration.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/ServiceInstanceListLoadBalancerFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/loadbalance/package-info.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/Part.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/StringPart.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filter/DefaultHttpClientFilterResolver.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/LoadBalancerResolver.java
*
 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClient.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filters/ClientServerContextFilter.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/MultipartDataFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/HttpClientErrorDecoder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/annotation/package-info.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/configuration/NamedClientVersioningConfiguration.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/LoadBalancer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ServiceHttpClientConfiguration.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/EmptyResponseException.java
*
 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filter/ClientFilterResolutionContext.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filters/package-info.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/package-info.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/DiscoveryClientRoundRobinLoadBalancer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClientRegistry.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/SseClient.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/MultipartBody.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/bind/TypedClientArgumentRequestBinder.java

* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClient.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/ClientArgumentRequestBinder.java
*
 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/annotation/Client.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/HttpClientResponseException.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/configuration/ClientVersioningConfiguration.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/filters/ClientServerRequestTracingPublisher.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ReactiveClientResultTransformer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/AnnotatedClientRequestBinder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/NoHostException.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/HttpClientIntroductionAdvice.java
*
 /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/configuration/DefaultClientVersioningConfiguration.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/loadbalance/LoadBalancerConverters.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/DiscoveryClientLoadBalancerFactory.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/HttpClientException.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/AbstractRoundRobinLoadBalancer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/DefaultHttpClientBinderRegistry.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/package-info.java
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* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/SseClientRegistry.java
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 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClientRegistry.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/package-info.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/FilePart.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/ContentLengthExceededException.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/ReadTimeoutException.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/ServiceInstanceListRoundRobinLoadBalancer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/InputStreamPart.java
* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/bind/AnnotatedClientArgumentRequestBinder.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ServiceHttpClientFactory.java
*
 /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/loadbalance/FixedLoadBalancer.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/BlockingHttpClient.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/HttpClientBinderRegistry.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/BytePart.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ServiceHttpClientCondition.java
* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/AbstractFilePart.java

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1.394 libxml2-python 2.9.1-6.el7_9.6

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1.397 metrics-annotation 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.annotation
Build-Jdk-Spec: 1.8

Bundle-Description: A dependency-less package of just the annotations
used by other Metrics modules.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Annotations for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.annotation
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.annotation;version="4.1.33"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.1.33
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-annotation-4-1-33-jar/META-INF/MANIFEST.MF

1.398 hibernate-validator 6.1.7.Final

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One line to give the program's name

and a brief idea of what it does.

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1.400 libnsl 2.17

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* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDListener.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUID.java
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1.404 jboss-logging 3.3.2.Final

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1.405 opentelemetry-sdk-extension-autoconfigure-spi 1.24.0

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1.406 curl 7.29.0-59.el7_9.1

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krb4

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1.407 glibc-common 2.17-326.el7_9

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is 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 and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based 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.

1. You may copy and distribute verbatim copies of the Library's
complete source code as you receive it, in any medium, provided that
you conspicuously and appropriately publish on each copy an
appropriate copyright notice and disclaimer of warranty; keep intact
all the notices that refer to this License and to the absence of any
warranty; and distribute a copy of this License along with the
Library.

You may charge a fee for the physical act of transferring a copy,
and you may at your option offer warranty protection in exchange for a
fee.

2. You may modify your copy or copies of the Library or any portion
of it, thus forming a work based on the Library, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

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

b) You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

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.)

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,

and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

In addition,
mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, 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 that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all 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 compile 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) 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.

c) 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.

d) 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 source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by

all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

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of all derivatives of our free software and of promoting the sharing
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DAMAGES.

END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest
possible use to the public, we recommend making it free software that
everyone can redistribute and change. You can do so by permitting
redistribution under these terms (or, alternatively, under the terms of the
ordinary General Public License).

To apply these terms, attach the following notices to the library. It is
safest to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least the
"copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
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<name of author>

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MA 02111-1307, USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the library, if
necessary. Here
is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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[This is the first released version of the Lesser GPL. It also counts
as the successor of the GNU Library Public License, version 2, hence the
version number 2.1.]
@end display

@subheading Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software---to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software---typically libraries---of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation

will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use 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 @dfn{Lesser} General Public License because it does @emph{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.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a ``work based on the library'' and a ``work that uses the library''. The former
contains code derived from the library, whereas the latter must be combined with the library in order to run.

@subheading TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called ``this License''). Each licensee is addressed as ``you''.

A ``library'' means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The ``Library'', below, refers to any such software library or work which has been distributed under these terms. A ``work based on the Library'' means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it,
either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is 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 and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based 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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You may copy and distribute
 verbatim copies of the Library's
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you conspicuously and appropriately publish on each copy an
appropriate copyright notice and disclaimer of warranty; keep intact
all the notices that refer to this License and to the absence of any
warranty; and distribute a copy of this License along with the
Library.

 You may charge a fee for the physical act of transferring a copy,
and you may at your option offer warranty protection in exchange for a
fee.

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You may modify your copy or copies of the Library or any portion
of it, thus forming a work based on the Library, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

@enumerate a
@item
The modified work must itself be a software library.

@item
You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

@item
You must
 cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

@item
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.)
@end enumerate

These requirements apply to the modified work as a whole. If
identifiable sections
 of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

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

In addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this
 License.

@item
You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,
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
that version instead if you wish.) Do not make any other change in
these notices.

 Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
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.

@item
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
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distribute the source code, even though third parties are not
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therefore falls outside the scope of this License.

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

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

@item
As an exception to the Sections above, you may also combine or

link a ``work that uses the Library'' with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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1.408 python 2.7.5

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes

2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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1.409 metrics-logback 4.1.33

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.33"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.33
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
*
/metrics-logback-4-1-33-jar/META-INF/MANIFEST.MF

1.410 httpcomponents-client 4.5.13

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1.411 spring-data-mongodb 3.4.1

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1.412 lvm2 1.02.170-6.el7_9.5

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Why is this required?\
See https://glassfish.dev.java.net/issues/show_bug.cgi?id=5385\
By doing this, we allow user have any version of apache-commons lib\
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Sahoo.\
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1.416 lettuce-core 5.1.8.RELEASE

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* /feign-jackson-8-18-0-sources-jar/feign/jackson/JacksonDecoder.java
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1.420 libgcc 4.8.5-44.el7

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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

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Gnomovision version 69, Copyright (C) 19yy name of author
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The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

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

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@enumerate

a
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@item
Convey the object code in, or embodied in, a physical product
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@item
Convey individual copies of the object code with a copy of the written
offer
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received the object code with such an offer, in accord with subsection
6b.

@item
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Regardless of what server hosts the Corresponding Source, you remain
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"work that uses the
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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.
^L
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^L

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Source code for a work means the preferred form of the work for making modifications to it. For an executable file, complete source code means all the source code for all modules it contains; but, as a special exception, it need not include source code for modules which are standard libraries that accompany the operating system on which the executable file runs, or for standard header files or definitions files that accompany that operating system.

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Appendix: How to Apply These Terms to Your New Programs

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threshold for this to be true is not precisely defined by law.

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functions (ten lines or less in length), then the use of the object
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(Executables containing this object code plus portions of the
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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.

@item
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you must include the
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@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS
@end ifinfo

@page
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Version 3.1, 31 March 2009

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the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
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 ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
 svn://gcc.gnu.org/svn/gcc/   (for prereleases)
 http://bitbucket.org/goshawk/gdc   (for D)

The current gcc-4.8 source package is taken from the SVN gcc-4_8-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language   Compiler package Library package   Documentation

Ada   gnat-4.8
         libgnat-4.8   gnat-4.8-doc
C   gcc-4.8   gcc-4.8-doc
C++   g++-4.8   libstdc++6   libstdc++6-4.8-doc
D   gdc-4.8
Fortran 95   gfortran-4.8   libgfortran3   gfortran-4.8-doc
Go   gccgo-4.8   libgo0
Java   gcj-4.8   libgcj10   libgcj-doc
Objective C   gobjc-4.8   libobjc2
Objective C++ gobjc++-4.8

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language Sources   Development   Debugging   Position-Independent
----
C++   libstdc++6-4.8-dbg libstdc++6-4.8-pic

D libphobos-4.8-dev
Java libgcj10-src libgcj10-dev libgcj10-dbg

Additional packages include:

All languages:
libgcc1, libgcc2, libgcc4
GCC intrinsics (platform-dependent)
gcc-4.8-base Base files common to all compilers
gcc-4.8-soft-float Software floating point (ARM only)
gcc-4.8-source The sources with patches

Ada:
libgnatvsn-dev, libgnatvsn4.8 GNAT version library
libgnatprj-dev, libgnatprj4.8 GNAT Project Manager library

C:
cpp-4.8, cpp-4.8-doc GNU C Preprocessor
libmudflap0-dev, libmudflap0 Library for instrumenting pointers
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files
protoize Create/remove ANSI prototypes from C code

Java:
gij The Java bytecode interpreter and VM
libgcj-common Common files for the Java run-time
libgcj10-awt The Abstract Windowing Toolkit
libgcj10-jar Java ARchive
for the Java run-time

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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  gcc/tsystem.h, gcc/typeclass.h).
- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libmudflap
- libgfortran
- The libgnat-4.8 Ada support library and libgnatvsn library.
- Various config files in gcc/config/ used in runtime libraries.

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D:
gdc-4.8 GNU D Compiler
libphobos-4.8-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:
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The DMD Compiler implementation of the D programming language:
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The Phobos standard runtime library:
- d/phobos/*

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underneath the "Written by" line would be adequate.
This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

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

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

Some other contributors:

More recent contributors are mentioned in the modification history in

README.changes. My apologies for any omissions.

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied
the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the
experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
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* m4/ax_func_which_gethostbyname_r.m4

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are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html

OW2

The following artifacts are licensed by the OW2 Foundation according to the
terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
licensed.

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

Mortbay

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

Assorted

The UnixCrypt.java code implements the one way cryptography used by
Unix systems for simple password protection. Copyright 1996 Aki Yoshida,
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Permission to use, copy, modify and distribute UnixCrypt
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1.422 micronaut-aop 3.8.8

1.422.1 Available under license :

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```
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```

Found in path(s):

* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/exceptions/UnimplementedAdviceException.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Intercepted.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/package-info.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/MethodInterceptor.java
*
 /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/util/KotlinInterceptedMethodHelper.kt
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/KotlinInterceptedMethod.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Introduced.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Around.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Adapter.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/util/CompletableFutureContinuation.kt
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptedMethod.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Interceptor.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Introduction.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/writer/AopProxyWriter.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/exceptions/package-info.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/util/DelegatingContextContinuation.kt
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/SynchronousInterceptedMethod.java
*
 /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/HotSwappableInterceptedProxy.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptedProxy.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/MethodInterceptorChain.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/InterceptedMethodUtil.java

* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/writer/package-info.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/AdapterIntroduction.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/InterceptorChain.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/PublisherInterceptedMethod.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/package-info.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/CompletionStageInterceptedMethod.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptPhase.java
*
 /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/MethodInvocationContext.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InvocationContext.java
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* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBindingDefinitions.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/AbstractInterceptorChain.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/ConstructorInterceptor.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/kotlin/KotlinInterceptedMethod.java
*
 /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/InterceptorRegistryBean.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/InterceptorBeanMapper.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/AroundConstruct.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorKind.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/DefaultInterceptorRegistry.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorRegistry.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBean.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/ConstructorInterceptorChain.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/ConstructorInvocationContext.java
* /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBinding.java

1.423 javassist 3.27.0-GA

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Found in path(s):
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Proxy.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Visitor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Member.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotInvokeException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedConstructor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/LoaderClassPath.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/AppletServer.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtConstructor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ArrayInit.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewClass.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SignatureAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtArray.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformNewClass.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Parser.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/DefineClassHelper.java
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 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtMember.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ExceptionTable.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/ConstructorCall.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/StubGenerator.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/FieldInfo.java

* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/CodeGen.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/CodeAnalyzer.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/IntQueue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/runtime/DotClass.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/InstructionPrinter.java
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 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/NestMembersAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotReflectException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/LocalVariableAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/CallExpr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AttributeInfo.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/KeywordTable.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/CodeIterator.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/SymbolTable.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Subroutine.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/runtime/Inner.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/CannotCompileException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/Expr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformFieldAccess.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtPrimitiveType.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/CondExpr.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/NewExpr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotCreateException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/EnclosingMethodAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/BinExpr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SourceFileAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/SecurityActions.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ClassMap.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/TypeChecker.java

* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/FieldDecl.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CodeConverter.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/ClassMetaobject.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/NestHostAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AccessFlag.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ASTree.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMap.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/NotFoundException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Metalevel.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Variable.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Sample.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/Instanceof.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ClassFilePrinter.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Stmnt.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/framedump.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/runtime/Desc.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/FactoryHelper.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewMethod.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/RemoteException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/InstanceOfExpr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Declarator.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtClassType.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/NoSuchClassError.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtBehavior.java
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 /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Expr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ByteArray.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/MemberCodeGen.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/DoubleConst.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/TypeTag.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java

* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformAfter.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Analyzer.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/SerializedProxy.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/MemberResolver.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/StringL.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Util.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ParameterAnnotationsAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/BadHttpRequest.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/BadBytecode.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ClassPool.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/Proxy.java
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 /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedMethod.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Type.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/SoftValueHashMap.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Loader.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtField.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/Dump.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/MethodDecl.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/Handler.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapAgent.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/FieldAccess.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/InnerClassesAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/Viewer.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObject.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformCall.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Symbol.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ByteArrayClassPath.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/AccessorMaker.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformBefore.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/runtime/Cflow.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/Transformer.java

* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AnnotationsAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/DuplicateMemberException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/MultiArrayType.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Metaobject.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/MapMaker.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/JvstTypeChecker.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformReadField.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/Loader.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMapTable.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ClassPoolTail.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ClassPath.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapper.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Javac.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/ControlFlow.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Opcode.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Executor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/Webserver.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/LongVector.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/CastExpr.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/DeprecatedAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtClass.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/Translator.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Sample.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/CodeAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/NewArray.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/ClassClassPath.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/IntConst.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/MethodHandler.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformNew.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/expr/Cast.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/NoFieldException.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/SyntaxError.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/TokenId.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Pair.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformWriteField.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewConstructor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ConstPool.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/MultiType.java
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```
/*
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*/
```

Found in path(s):

```
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ByteMemberValue.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ShortMemberValue.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/DoubleMemberValue.java
```

1.424 jeromq 0.3.5

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1.428 dropwizard-configuration 2.0.34

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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisMessageType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/IntegerRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/DefaultLastBulkStringRedisContent.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisCodecUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/AbstractStringRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/ErrorRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisMessagePool.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/redis/RedisClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/LastBulkStringRedisContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/BulkStringRedisContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/server/HelloWorldHttp2Handler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisCodecException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/FullBulkStringRedisMessage.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/SimpleStringRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisBulkStringAggregator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/server/Http2OrHttpHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/multiplex/server/Http2OrHttpHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/BulkStringHeaderRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/FixedRedisMessagePool.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/DefaultBulkStringRedisContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisArrayAggregator.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/ArrayRedisMessage.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisConstants.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/ArrayHeaderRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/RedisEncoder.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/multiplex/server/HelloWorldHttp2Handler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/InboundHttp2ToHttpAdapterBuilder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DecoratingHttp2ConnectionDecoder.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/WeightedFairQueueByteDistributor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/StreamByteDistributor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/MathUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ByteProcessor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2PromisedRequestVerifier.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DecoratingHttp2ConnectionEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2StreamVisitor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/CoalescingBufferQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/AbstractInboundHttp2ToHttpAdapterBuilder.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/UniformStreamByteDistributor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/StreamBufferingEncoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ConnectionDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameTypes.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ShortObjectMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Connection.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2DataWriter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2Connection.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ShortObjectHashMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2EventAdapter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ServerUpgradeCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ObjectUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/CharObjectHashMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Error.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttQoS.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameWriter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/LongObjectMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2LocalFlowController.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionAdapter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameListener.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2HeadersDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2NoMoreStreamIdsException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/Http2SettingsHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/server/Http2OrHttpHandler.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/EmptyHttp2Headers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/CompressorHttp2ConnectionEncoder.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HttpToHttp2ConnectionHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2LifecycleManager.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpServerUpgradeHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2RemoteFlowController.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2CodecUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Flags.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameReader.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/LongCollections.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/InboundHttp2ToHttpAdapter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2RemoteFlowController.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ConnectionEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/CharCollections.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/Http2Client.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ByteObjectHashMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ShortCollections.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/Headers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/Http2ClientInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2FrameWriter.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/Http2ExampleUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/HttpResponseHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/CharObjectMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ClientUpgradeCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Settings.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ByteObjectMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameSizePolicy.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameAdapter.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/server/HelloWorldHttp2Handler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2HeadersDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2HeadersEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2HeadersEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ByteCollections.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FlowController.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Headers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/IntObjectMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Exception.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DelegatingDecompressorFrameListener.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameListenerDecorator.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2LocalFlowController.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/IntCollections.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Stream.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/collection/LongObjectHashMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpClientUpgradeHandler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/rxtx/RxtxDeviceAddress.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/oio/OioByteStreamChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpChannelOption.java
*

/netty-all-4-1-49-final-sources-jar/io/netty/channel/rxtx/DefaultRxtxChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/rxtx/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/rxtx/RxtxChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/UdtServerChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/rxtx/RxtxChannelConfig.java
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*/
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* <p>
*
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*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/CommonsLogger.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/Log4JLogger.java
```

* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLogger.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompVersion.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/package-info.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/haproxy/HAProxyHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketClientPageHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketChatServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketChatServer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/haproxy/HAProxyClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompSubscription.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/haproxy/HAProxyServer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketProtocolCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessageEncoder.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/websocket/StompChatHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/logging/ByteBufFormat.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/CertificateCallback.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsRecordResolveContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DirContextUtils.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsCnameCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/nio/NioChannelOption.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java

* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/Buffer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/Cache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NameServerComparator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslTlsv13X509ExtendedTrustManager.java
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/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsCnameCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopDnsCnameCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/SuppressJava6Requirement.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ByteProcessorUtils.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/SingleThreadEventLoop.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/message/MsgEchoClientHandler.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/example/factorial/FactorialClientInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/FileUpload.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/JdkLoggerFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerBase.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthResponse.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerHandler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/sctp/SctpEchoClientHandler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostMultipartRequestDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/proxy/HexDumpProxyFrontendHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/HttpData.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/FixedRecvByteBufAllocator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/sctp/SctpEchoServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/echo/EchoServer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/uptime/UptimeClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/factorial/FactorialClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/bootstrap/Bootstrap.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/nio/NioEventLoop.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/bytes/ByteEchoServer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/TextWebSocketFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/EventExecutorGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/PoolChunkList.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/package-info.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelPromise.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/factorial/FactorialClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/QueryStringEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/worldclock/WorldClockServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/PooledByteBufAllocator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseStatuses.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/SocketChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/VoidChannelPromise.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/NetUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/factorial/NumberEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker00.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/SlicedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnpooledHeapByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/bytes/ByteEchoServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/EventExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/oio/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/worldclock/WorldClockServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/socksproxy/SocksServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLogLevel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentClient.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/DefaultHttpObject.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpObjectEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLoggerFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/package-info.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/upload/HttpUploadServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/securechat/SecureChatClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelPromise.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/ContinuationWebSocketFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpResponse.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/discard/DiscardClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/Signal.java
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/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
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* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/BitapSearchProcessorFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/MultiSearchProcessor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/KmpSearchProcessorFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/SearchProcessor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/SearchProcessorFactory.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSL.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/Buffer.java
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jar/io/netty/handler/codec/http2/Http2ConnectionPrefaceAndSettingsFrameWrittenEvent.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/Cleaner.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/package-info.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheClientCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheRequest.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameAggregator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/MemcacheMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ImmediateEventExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/rxtx/RxtxClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/rxtx/RxtxClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelId.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AuthMethod.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelId.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandshakeHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ConstantPool.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelMatchers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/NoOpTypeParameterMatcher.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/FullHttpMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksAuthScheme.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/Recycler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ImmediateExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksResponseType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyGoAwayFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/DefaultMemcacheContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/Promise.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutor.java

* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/UdtServerChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/FullHttpRequest.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynStreamFrame.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnreleasableByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyDataFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/FullHttpResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObject.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheServerCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/EmptyByteBuf.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeakException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/GenericProgressiveFutureListener.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheOpcodes.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/Native.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/PlatformDependent0.java

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 /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/AbstractFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/worldclock/WorldClockProtocol.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/helloworld/HttpHelloWorldServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/FutureListener.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySynReplyFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/UdtChannelOption.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultPromise.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyVersion.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksProtocolVersion.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ReadOnlyIterator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/WrappedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/FixedCompositeByteBuf.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheObjectAggregator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyPingFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandler.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ReadOnlyByteBufferBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyStreamFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/helloworld/HttpHelloWorldServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketProtocolHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/AppendableCharSequence.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ScheduledFutureTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/GenericFutureListener.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufProcessor.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/RecyclableArrayList.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksCmdStatus.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksAuthStatus.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseStatus.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/Future.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/DefaultUdtServerChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ConcurrentSet.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ReferenceCountUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/CompleteFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionStatus.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequest.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksMessageType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultFutureListeners.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/PromiseTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyRstStreamFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyWindowUpdateFrame.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/MemcacheContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/DefaultLastMemcacheContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyRstStreamFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ProgressiveFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyCodecUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cors/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/Version.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksSubnegotiationVersion.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksCmdType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ReferenceCounted.java
* /netty-all-4-1-49-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectEncoder.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/PendingWrite.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/TypeParameterMatcher.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynReplyFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufHolder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsPtrRecord.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/IntSupplier.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsCache.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxySSLTLV.java

* /netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/BsdSocket.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsOptEcsRecord.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2HeadersFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ChannelDuplexHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/UnorderedThreadPoolEventExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2PingFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2HeadersFrame.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsPtrRecord.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2GoAwayFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java
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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give

```
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
```

```
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |
  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
```

```
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
 *
* BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
```

```
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                    AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/
```

Found in path(s):
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ThreadLocalRandom.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackHuffmanDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackHeaderField.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackHuffmanEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackDynamicTable.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpServerChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/worldclock/WorldClockProtocol.proto
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/DefaultSctpChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpServerChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/nio/NioSctpChannel.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2EmptyDataFrameListener.java
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/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ControlFrameLimitEncoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsServerAddresses.java
*
/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttIdentifierRejectedException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/client/SpdyClientInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java

* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/StompContentSubframe.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/server/SpdyOrHttpHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameCodec.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/client/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessageDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdVariableHeader.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnAckVariableHeader.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/memcache/binary/MemcacheClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/PendingWriteQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SniHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsQueryContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/websocketx/client/WebSocketClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/server/Http2ServerInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribeMessage.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5Message.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/client/SpdyFrameLogger.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/DefaultLastStompContentSubframe.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServerBenchmarkPage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ThreadDeathWatcher.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlSpace.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/IovArray.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollMode.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/tiles/Http2Server.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/LongCounter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionHandlerBuilder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/Socket.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/DefaultPriorityQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsRecordDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsRecord.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http2/tiles/Http2RequestHandler.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/CharSequenceMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsMessage.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2MultiplexHandler.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatBroker.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/CertificateVerifierTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsResponseDecoder.java

* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/macos/DnsResolver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ThreadExecutorMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/macos/MacOSDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsCodecUtil.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLTask.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/address/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/MaxCapacityQueue.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Lz4XXHash32.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/Hidden.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/EventLoopTaskQueueFactory.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/KeyManagerFactoryWrapper.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/TcpDnsQueryEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker13.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/PreferredAddressTypeComparator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ObjectPool.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2SettingsAckFrame.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilterProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsQueryEncoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DatagramDnsQueryContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/TcpDnsQueryContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2SettingsAckFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/macos/package-info.java

* /netty-all-4-1-49-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatBrokerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/AbstractHttp2StreamChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/TrustManagerFactoryWrapper.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketDecoderConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/TcpDnsResponseDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodTask.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethod.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/CertificateCallbackTask.java
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*/
/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

  */

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* /netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/Digester.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspServerExample.java
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
*
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
*
* {@link
ChannelInboundHandler} to handle inbound I/O events, and
* {@link ChannelOutboundHandler} to handle outbound I/O operations.
*
*
*
* Alternatively, the following adapter classes are provided for your convenience:
*
* {@link ChannelInboundHandlerAdapter} to handle inbound I/O events,
* {@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and
* {@link ChannelDuplexHandler} to handle both inbound and outbound events
*
*
*

```
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
 *     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
```

```
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the state
 of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
```

```
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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*/
/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

  */
/**
    * Set the {@code TCP_QUICKACK} option on the socket. See <a
href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
    * for more details.
    */
```

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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscUnboundedArrayQueue.java
*
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* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/maps/ConcurrentAutoTable.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/BaseSpscLinkedArrayQueue.java
*
/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscChunkedArrayQueue.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingIdentityHashMap.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscLinkedQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscLinkedQueue.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseMpscLinkedAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-
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/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeRefArrayAccess.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/QueueFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/maps/AbstractEntry.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Ordering.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscCompoundQueue.java
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* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueueUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/Pow2.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashMapLong.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscGrowableArrayQueue.java
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* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscArrayQueue.java
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* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Preference.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseLinkedQueue.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueue.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/LinkedQueueNode.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscChunkedArrayQueue.java
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 /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
* /netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java

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* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/TraceDnsQueryLifeCycleObserverFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/PriorityQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/bootstrap/FailedChannel.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/ReadOnlyHttpHeaders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/LongAdderCounter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/uptime/UptimeServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ocsp/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2UnknownFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/UncheckedBooleanSupplier.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/TraceDnsQueryLifecycleObserver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ObjectCleaner.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/HostsFileEntries.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2StreamChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
*

/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameCodecBuilder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpServerExpectContinueHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2StreamChannelBootstrap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ReflectionUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/EmptyPriorityQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
*
/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketScheme.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/PendingBytesTracker.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/internal/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/SuppressForbidden.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageBuilders.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslCompletionEvent.java
*
/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameStreamEvent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsCacheEntry.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2StreamChannelId.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SniHostNameMatcher.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java
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/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/UnixChannelUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2MultiplexCodecBuilder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/AbstractSniHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/NettyRuntime.java
* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddressStreamProvider.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2UnknownFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/uptime/UptimeServer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/CleartextHttp2ServerUpgradeHandler.java
*

/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
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// https://tools.ietf.org/html/rfc7540#section-8.1.2.2 makes a special exception for TE

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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HttpConversionUtil.java

1.435 error_prone_annotations 2.10.0

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* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
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* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
*
 /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
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* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CompatibleWith.java

* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/DoNotMock.java
*
 /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/FormatMethod.java
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*/

Found in path(s):
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
*
 /error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java

1.436 pycurl 7.19.0-19.el7

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1.438 grep 2.20-3.el7

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1.440 metrics-jmx 4.1.33

1.440.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jmx
Build-Jdk-Spec: 1.8
Bundle-Description: A set of classes which allow you to report metrics
 via JMX.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration with JMX
Bundle-SymbolicName: io.dropwizard.metrics.jmx
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jmx;uses:="com.codahale.metrics,j
avax.management";version="4.1.33"
Implementation-Title: Metrics Integration with JMX
Implementation-Version: 4.1.33
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.1,5)",javax.management
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-jmx-4-1-33-jar/META-INF/MANIFEST.MF

1.441 jackson 2.14.2

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Mesa 3-D Graphics Library v4.1

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Mesa 3-D graphics library
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CUP Parser Generator for Java v 0.10k

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* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/OnMessage.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/OnError.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/exceptions/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/bind/package-info.java

* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/ServerWebSocket.java
*
 /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/event/WebSocketMessageProcessedEvent.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketClient.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/exceptions/WebSocketClientException.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketSession.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/ClientWebSocket.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/bind/WebSocketStateBinder.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/exceptions/WebSocketException.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/event/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/context/WebSocketBeanRegistry.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/OnClose.java
*
 /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/context/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/interceptor/WebSocketSessionAware.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketBroadcaster.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/interceptor/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/bind/WebSocketState.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/OnOpen.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/context/DefaultWebSocketBeanRegistry.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/exceptions/WebSocketSessionException.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/context/WebSocketBean.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/package-info.java
* /micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketClientRegistry.java

1.449 metrics-jvm 4.1.33

1.449.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jvm
Build-Jdk-Spec: 1.8
Bundle-Description: A set of classes which allow you to monitor critic
al aspects of your Java Virtual Machine using Metrics.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: JVM Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.jvm
Bundle-Version: 4.1.33
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jvm;uses:="com.codahale.metrics,j
avax.management";version="4.1.33"
Implementation-Title: JVM Integration for Metrics
Implementation-Version: 4.1.33
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.sun.management;r

esolution:=optional,com.codahale.metrics;version="[4.1,5)",javax.mana
gement
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-jvm-4-1-33-jar/META-INF/MANIFEST.MF

1.450 guava 31.0.1-android

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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
  *
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  */

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/SmallCharMatcher.java
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Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectCountLinkedHashMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Traverser.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/BaseGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectCountHashMap.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComputationException.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DiscreteDomain.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingTable.java
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express
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/DoublesMethodsForWeb.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/CharEscaper.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeToken.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/AppendableWriter.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
*
 /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EndpointPair.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractGraph.java

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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/NullnessCasts.java
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* the License.
*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Present.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedInts.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheStats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hasher.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalCause.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/Optional.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/LongMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Funnel.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
 /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Types.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/IntMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Enums.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Cache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HostAndPort.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Queues.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Absent.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Weigher.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
*

/guava-31-0-1-android-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteStreams.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Function.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Files.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/package-info.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Interners.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicates.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/EventBus.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Closeables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Flushables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Throwables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Functions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Resources.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/package-info.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
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```
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingObject.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashMultiset.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompoundOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
*
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/guava-31-0-1-android-sources-1-jar/com/google/common/collect/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingCollection.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/BiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Iterables.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/

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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingDeque.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java

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/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TransformedListIterator.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultisets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultiset.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Count.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeSet.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/html/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/ParametricNullness.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/ParametricNullness.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HostSpecifier.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteProcessor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/UrlEscapers.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Cut.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Escapers.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LocalCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SparseImmutableTable.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Splitter.java
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 /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/SignedBytes.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/MacHashFunction.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ReaderInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap
class.
 */
```

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```

```
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/
```

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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CommonPattern.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/JdkPattern.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CommonMatcher.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/StandardSystemProperty.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Closer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAddable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ClassPath.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSource.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAddables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedLists.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Ascii.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/package-info.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the

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 */
```

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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashing.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Java8Compatibility.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/BigDecimalMath.java

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* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/MoreObjects.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Striped64.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Ints.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Joiner.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Escaper.java
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 /guava-31-0-1-android-sources-1-jar/com/google/common/base/Converter.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Bytes.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
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*/
/**
  * Not supported. You are attempting to create a map that may contain a non-{@code Comparable}
  * key. Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated Pass a key of type {@code Comparable}
 to use {@link
  *   ImmutableSortedMap#of(Comparable, Object)}.
  */

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/SuccessorsFunction.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Network.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Range.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Serialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/StandardTable.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableBiMap.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEntry.java
* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
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/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CollectPreconditions.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeVisitor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashingInputStream.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Utf8.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractTable.java
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* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Verify.java
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/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
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*/

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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
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*/

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

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1.460 kotlin 1.7.10-release-333

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* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/AbstractMonitoringLifecycleStrategy.java
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/picocontainer-2-15-sources-jar/org/picocontainer/visitors/TraversalCheckingVisitor.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/JavaEE5LifecycleStrategy.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/security/CustomPermissionsURLClassLoader.java
* /picocontainer-2-15-sources-jar/org/picocontainer/ComponentMonitorStrategy.java
*
 /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Stored.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/FactoryInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/references/SimpleReference.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Guarded.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Provider.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/CompositeInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/Injector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/InjectInto.java
* /picocontainer-2-15-sources-jar/org/picocontainer/references/ThreadLocalMapObjectReference.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/CompositeInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Injector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/MultiInjector.java
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 /picocontainer-2-15-sources-jar/org/picocontainer/ObjectReference.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Decorated.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Reinjection.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/PropertyApplicator.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/AnnotatedFieldInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/monitors/LifecycleComponentMonitor.java
* /picocontainer-2-15-sources-jar/org/picocontainer/PicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Automating.java

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* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Injectors.java
* /picocontainer-2-15-sources-jar/org/picocontainer/Characteristics.java
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 /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/PropertyApplying.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/BasicComponentParameter.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedMethodInjector.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/PicoException.java
* /picocontainer-2-15-sources-jar/org/picocontainer/annotations/Cache.java
* /picocontainer-2-15-sources-jar/org/picocontainer/containers/CommandLinePicoContainer.java
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 /picocontainer-2-15-sources-jar/org/picocontainer/injectors/TypedFieldInjection.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedFieldInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/CollectionComponentParameter.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/PicoLifecycleException.java

*
/picocontainer-2-15-sources-jar/org/picocontainer/injectors/ForgetfulConstructorInjection.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/PicoCompositionException.java

* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/OptInCaching.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Cached.java
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Found in path(s):
* /picocontainer-2-15-sources-jar/org/picocontainer/classname/ClassPathElement.java
* /picocontainer-2-15-sources-jar/org/picocontainer/classname/ClassName.java
* /picocontainer-2-15-sources-jar/org/picocontainer/classname/ClassLoadingPicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/DefaultConstructorParameter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/classname/DefaultClassLoadingPicoContainer.java
*
/picocontainer-2-15-sources-jar/org/picocontainer/parameters/NullParameter.java
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Found in path(s):
* /picocontainer-2-15-sources-jar/org/picocontainer/Behavior.java

* /picocontainer-2-15-sources-jar/org/picocontainer/containers/EmptyPicoContainer.java
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* Original code by Mauro Talevi                                             *
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```

Found in path(s):
* /picocontainer-2-15-sources-jar/org/picocontainer/monitors/AbstractComponentMonitor.java

1.465 findutils 4.5.11-6.el7

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* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/UrlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/Cut.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteProcessor.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
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* /guava-30-1-jre-sources-1-
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableCollection.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CollectPreconditions.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Count.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/DoublesMethodsForWeb.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingDeque.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedSet.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAdder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Striped64.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/IncidentEdgeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/package-info.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java

* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIterator.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/Sets.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Multiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractBiMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Interner.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SetMultimap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingObject.java
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/guava-30-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/BoundType.java

* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Types.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Absent.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java

* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
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/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java
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/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular

* version.
*/

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*/
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
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/guava-30-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Function.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Files.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Predicate.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/package-info.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Objects.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Flushables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
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/guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/MacHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
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```
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* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Joiner.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Converter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
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*/
```
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
```

```
 * @deprecated <b>Pass a key of type {@code Comparable}
to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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 */
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Strings.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Element.java

* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/package-info.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
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/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
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1.470 httpcomponents-mime 4.5.12

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1.471 core-server 0.9.0

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1.474 python-iniparse 0.4-9.el7

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

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

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0.9.0 thru 1.2		1991-1995	CWI	yes
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1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
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2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes

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1.476 dom 1.0

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*/
/**
    * Checks if this content model has had its min/maxOccurs values reduced for
    * purposes of speeding up UPA.  If
 so, this content model should not be used
    * for any purpose other than checking unique particle attribution
    *
    * @return a boolean that says whether this content has been compacted for UPA
    */
```

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*/
/**
   * used to check the 3 constraints against each complex type
   * (should be each model group):
   * Unique Particle
 Attribution, Particle Derivation (Restriction),
   * Element Declrations Consistent.
   */

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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DurationDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/TimeDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAttributeChecker.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSModelGroupImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/DOMMessages.properties
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASDataType.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASContentModel.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DocumentEditAS.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASException.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTimerElementImpl.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSParticle.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLWmlElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAnchorElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/HTMLSerializer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHtmlElementImpl.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/DefaultNamespaceContext.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMInputImpl.java

* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/ObjectFactory.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTitleElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ElementDefinitionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLElementDecl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDecl.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLSelectElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLabelElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFieldSetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLCardElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ShortListImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSSimpleType.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSFacets.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSMultiValueFacet.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSAnnotation.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLinkElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/DTDDVFactory.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/identity/ValueStore.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorHandlerImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMErrorHandlerWrapper.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XS10TypeHelper.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDivElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSNamespaceItem.java
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*/
/**
  * DOM Level 3 LS CR - Experimental.
    * Create a new <code>LSParser</code>. The newly constructed parser may
    *
 then be configured by means of its <code>DOMConfiguration</code>
    * object, and used to parse documents by means of its <code>parse</code>
    * method.
    * @param mode The <code>mode</code> argument is either
    *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
    *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in synchronous
    *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in asynchronous
    *   mode.
    * @param schemaType An absolute URI representing the type of the schema
    *   language used during the load of a <code>Document</code> using the
    *   newly created <code>LSParser</code>. Note that no lexical checking
    *   is done on the absolute URI. In order to create a

```
    *   <code>LSParser</code> for any kind of schema types (i.e. the
    *   LSParser will be free to use any schema
 found), use the value
    *   <code>null</code>.
    * <p ><b>Note:</b>    For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-
20010502/'>XML Schema Part 1</a>]
    *   , applications must use the value
    *   <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a
href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
    *   applications must use the value
    *   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
    *   are outside the scope of the W3C and therefore should recommend an
    *   absolute URI in order to use this method.
    * @return  The newly created <code>LSParser</code> object. This
    *   <code>LSParser</code> is either synchronous or asynchronous
    *   depending on the value of the <code>mode</code> argument.
    * <p ><b>Note:</b>    By default, the newly created <code>LSParser</code>
    *    does not contain a <code>DOMErrorHandler</code>, i.e. the value of
    *   the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-
handler'>
     *   error-handler</a>" configuration parameter is <code>null</code>. However, implementations
    *   may provide a default error handler at creation time. In that case,
    *   the initial value of the <code>"error-handler"</code> configuration
    *   parameter on the new created <code>LSParser</code> contains a
    *   reference to the default error handler.
    * @exception DOMException
    *    NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
    *   not supported.
  */

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1.478 bind-license 9.11.4-26.P2.el7_9.13

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From d55a57427ee696dec51149950478394e43019607 Mon Sep 17 00:00:00 2001
From: =?UTF-8?q?Petr=20Men=C5=A1=C3=ADk?= <pemensik@redhat.com>
Date: Thu, 7 Nov 2019 14:31:03 +0100
Subject: [PATCH] Implement serve-stale in 9.11
MIME-Version: 1.0
Content-Type: text/plain; charset=UTF-8
Content-Transfer-Encoding: 8bit

Squashed commit of the following:

commit 32f47f36e545223b2a4757588d7bd4af8c5f5760
Author: Petr Menšík <pemensik@redhat.com>
Date: Tue Sep 3 18:45:54 2019 +0200

  convert serve_stale to db_test

  Manual checkout from commit e8f61dd315c5d1c88915bb79361182241e42e47a.
  Use test modified for cmocka, including serve-stale tests.

commit 071eb1fb0786f6d614955813d99c3caabff33383
Author: Micha Kpie <michal@isc.org>
Date: Fri Apr 27 09:13:26 2018 +0200

  Detect recursion loops during query processing

  Interrupt query processing when query_recurse() attempts to ask the same
  name servers for the same
 QNAME/QTYPE tuple for two times in a row as
  this indicates that query processing may be stuck for an indeterminate
  period of time, e.g. due to interactions between features able to

restart query_lookup().

(cherry picked from commit 46bb4dd124ed031d4c219d1e37a3c6322092e30c)

commit c12090bc361c7fa4522ace73899e778e44e9b295
Author: Petr Menšík <pemensik@redhat.com>
Date: Mon Sep 2 11:12:32 2019 +0200

Fix test name used in whole test-suite

Correct name is serve-stale

commit ff4d826f295d268a248ca06941d65c903e1b405c
Author: Petr Menšík <pemensik@redhat.com>
Date: Fri Aug 30 17:43:28 2019 +0200

Clean files in more generic rules

commit 8d81ed15eda9a2a11e1433d1fdddacfc772708b6
Author: Petr Menšík <pemensik@redhat.com>
Date: Thu Aug 29 21:27:57 2019 +0200

[rt46602] Pass port numbers to tests via environment variables

Manually applied commit f5d8f079008b648d2e343543e66dd728054c6101

commit 94fafa477891576286def8c4041ad127734af2d1
Author: Tony
Finch <dot@dotat.at>
Date: Tue Apr 10 16:17:57 2018 +0100

Move serve-stale logging to its own category, so that its verbosity can be curtailed.

(cherry picked from commit 4b442c309dfb2c8880b19af4133047655bb734df)

commit e0c884bee98c3d2533dfaa667f58c6a80d8a3a00
Author: Micha Kpie <michal@isc.org>
Date: Fri Apr 27 09:13:26 2018 +0200

Prevent check_stale_header() from leaking rdataset headers

check_stale_header() fails to update the pointer to the previous header
while processing rdataset headers eligible for serve-stale, thus
enabling rdataset headers to be leaked (i.e. disassociated from a node
and left on the relevant TTL heap) while iterating through a node. This
can lead to several different assertion failures. Add the missing
pointer update.

(cherry picked from commit 391fac1fc8d2e470287b5cc4344b3adb90c6f54a)

commit d724cc1d80ee8d46113eaf82549d49636739b67c
Author: Matthijs Mekking <matthijs@isc.org>
Date: Thu Jan 24 10:24:44
2019 +0100

Print in dump-file stale ttl

This change makes rndc dumpdb correctly print the "; stale" line.
It also provides extra information on how long this data may still
be served to clients (in other words how long the stale RRset may
still be used).

(cherry picked from commit 924ebc605db798e2a383ee5eaaebad739e7c789c)

commit 625da4bd4590ac6108bb30eddd23ceffb245ae49
Author: Micha Kpie <michal@isc.org>
Date: Mon Oct 22 15:26:45 2018 +0200

Check serve-stale behavior with a cold cache

Ensure that serve-stale works as expected when returning stale answers
is enabled, the authoritative server does not respond, and there is no
cached answer available.

(cherry picked from commit 27cfe83a388147edfa0451b28c06c746912ea684)

commit d67ae10461c409fdafdbbe64f857db2552b71059
Author: Micha Kpie <michal@isc.org>
Date: Mon Oct 22 15:26:45 2018 +0200

Check TTL of stale answers

Make sure that stale answers returned when the serve-stale
feature is
enabled have a TTL matching the value of the stale-answer-ttl setting.

(cherry picked from commit 893ab37ce78c658215bd3a019f25afe795b37d5a)

commit 50459107805e68e4a63a8e497bf58ef3ce013ddb
Author: Micha Kpie <michal@isc.org>
Date: Mon Jul 9 14:35:12 2018 +0200

Do not use Net::DNS::Nameserver in the "serve-stale" system test

Net::DNS versions older than 0.67 respond to queries sent to a
Net::DNS::Nameserver even if its ReplyHandler returns undef. This makes

the "serve-stale" system test fail as it takes advantage of the newer
behavior. Since the latest Net::DNS version available with stock
RHEL/CentOS 6 packages is 0.65 and we officially support that operating
system, bin/tests/system/serve-stale/ans2/ans.pl should behave
consistently for various Net::DNS versions. Ensure that by reworking it
so that it does not use Net::DNS::Nameserver.

(cherry picked from commit c4209418a50c09142375f7edadca731c526f3d3a)

commit
4b5befc714bb386bd245b1c14ce3bce5ae6fb5fa
Author: Petr Menšík <pemensik@redhat.com>
Date: Tue Jun 5 21:38:29 2018 +0200

Fix server-stale requirement, skip without Time::HiRes

(cherry picked from commit 7a0c7bf9c8e6a724e52635eed213ad25b9504e66)

commit 5ce51a3a7e5ef3087c4d022e3fca42fb2fd0c996
Author: Ondej Surý <ondrej@sury.org>
Date: Wed Oct 18 13:01:14 2017 +0200

[rt46602] Update server-stale test to run on port passed from run.sh script

(cherry picked from commit f83ebd34b9555a5a834c58146035173bcbd01dda)

commit 3954a9bf3437f6fab050294a7f2f954a23d161ec
Author: Ondej Surý <ondrej@sury.org>
Date: Wed Oct 18 14:18:59 2017 +0200

[rt46602] Add serve-stale working files to .gitignore

(cherry picked from commit cba162e70e7fac43435a606106841a69ce468526)

commit 112aa21f5fa875494820e4d1eb70e41e10e1aae7
Author: Mark Andrews <marka@isc.org>
Date: Thu Oct 12 15:33:47 2017 +1100

test for Net::DNS::Nameserver

(cherry picked from commit 5b60d0608ac2852753180b762d1917163f9dc315)

commit
9d610e46af8a636f44914cee4cf8b2016054db1e
Author: Mark Andrews <marka@isc.org>
Date: Thu Oct 12 15:19:45 2017 +1100

add Net::DNS prerequiste test

(cherry picked from commit fa644181f51559da3e3913acd72dbc3f6d916e71)

commit e4ea7ba88d9a9a0c79579400c68a5dabe03e8572
Author: Mark Andrews <marka@isc.org>
Date: Wed Sep 6 19:26:10 2017 +1000

add quotes arount $send_response

(cherry picked from commit 023ab19634b287543169e9b7b5259f3126cd60ff)

commit 0af0c5d33c2de34da164571288b650282c6be10a
Author: Mark Andrews <marka@isc.org>
Date: Thu Nov 23 16:11:49 2017 +1100

initalise serve_stale_ttl

(cherry picked from commit 2f4e0e5a81278f59037bf06ae99ff52245cd57e9)

commit fbadd90ee81863d617c4c319d5f0079b877fe102
Author: Evan Hunt <each@isc.org>
Date: Thu Sep 14 11:48:21 2017 -0700

[master] add thanks to APNIC and add missing note for serve-stale

commit deb8adaa59955970b9d2f2fe58060a3cbf08312b
Author: Mark Andrews <marka@isc.org>
Date:
Wed Sep 6 12:16:10 2017 +1000

silence 'staleanswersok' may be used uninitialized in this function warning. [RT #14147

commit 0e2d03823768dc545015e6ce309777210f4a9f85
Author: Petr Menšík <pemensik@redhat.com>
Date: Thu Aug 29 19:57:58 2019 +0200

More fixes to merge

commit 360e25ffe7623ea0a2eec49395001f4940967776
Author: Mark Andrews <marka@isc.org>
Date: Wed Sep 6 09:58:29 2017 +1000

4700. [func] Serving of stale answers is now supported. This
allows named to provide stale cached answers when
the authoritative server is under attack.
See max-stale-ttl, stale-answer-enable,
stale-answer-ttl. [RT #44790]

Signed-off-by: Petr Menšík <pemensik@redhat.com>
---
bin/named/config.c | 9 +-
bin/named/control.c | 2 +
bin/named/include/named/control.h | 1 +
bin/named/include/named/log.h
| 1 +
bin/named/include/named/query.h | 15 +
bin/named/include/named/server.h | 13 +-
bin/named/log.c | 1 +
bin/named/query.c | 164 +++++-
bin/named/server.c | 177 +++++-
bin/named/statschannel.c | 6 +
bin/rndc/rndc.c | 2 +
bin/rndc/rndc.docbook | 19 +
bin/tests/system/chain/prereq.sh | 7 +
bin/tests/system/conf.sh.in | 2 +-
bin/tests/system/dyndb/driver/db.c | 2 +
bin/tests/system/serve-stale/.gitignore | 11 +
bin/tests/system/serve-stale/ans2/ans.pl.in | 178 ++++++
bin/tests/system/serve-stale/clean.sh | 15 +
.../system/serve-stale/ns1/named1.conf.in | 35 ++
.../system/serve-stale/ns1/named2.conf.in | 35 ++
bin/tests/system/serve-stale/ns1/root.db | 5 +
.../system/serve-stale/ns3/named.conf.in | 35 ++
bin/tests/system/serve-stale/prereq.sh | 38 ++
bin/tests/system/serve-stale/setup.sh | 13 +
bin/tests/system/serve-stale/tests.sh | 536 ++++++++++++++++++
doc/arm/Bv9ARM-book.xml | 77 ++-
doc/arm/logging-categories.xml | 11 +
doc/arm/notes-rh-changes.xml | 14 +-
doc/misc/options | 10 +
lib/bind9/check.c | 78 ++-
lib/dns/cache.c | 38 +-
lib/dns/db.c | 22 +
lib/dns/ecdb.c | 4 +-
lib/dns/include/dns/cache.h | 21 +
lib/dns/include/dns/db.h | 35 ++
lib/dns/include/dns/rdataset.h | 11 +
lib/dns/include/dns/resolver.h | 43 +-
lib/dns/include/dns/types.h | 6 +
lib/dns/include/dns/view.h
| 3 +
lib/dns/master.c | 14 +-
lib/dns/masterdump.c | 23 +
lib/dns/rbtdb.c | 207 ++++++-
lib/dns/resolver.c | 79 ++-
lib/dns/sdb.c | 4 +-

```
lib/dns/sdlz.c                        |   4 +-
lib/dns/tests/db_test.c               | 198 ++++++-
lib/dns/view.c                        |   3 +
lib/isccfg/namedconf.c                |   5 +
48 files changed, 2126 insertions(+), 106 deletions(-)
create mode 100644 bin/tests/system/serve-stale/.gitignore
create mode 100644 bin/tests/system/serve-stale/ans2/ans.pl.in
create mode 100644 bin/tests/system/serve-stale/clean.sh
create mode 100644 bin/tests/system/serve-stale/ns1/named1.conf.in
create mode 100644 bin/tests/system/serve-stale/ns1/named2.conf.in
create mode 100644 bin/tests/system/serve-stale/ns1/root.db
create mode 100644 bin/tests/system/serve-stale/ns3/named.conf.in
 create mode 100644 bin/tests/system/serve-stale/prereq.sh
create mode 100644 bin/tests/system/serve-stale/setup.sh
create mode 100755 bin/tests/system/serve-stale/tests.sh

diff --git a/bin/named/config.c b/bin/named/config.c
index 9e071bb..d2cd3bc 100644
--- a/bin/named/config.c
+++ b/bin/named/config.c
@@ -182,13 +182,14 @@ options {\n\
#ifdef HAVE_LMDB
" lmdb-mapsize 32M;\n"
#endif
-" max-acache-size 16M;\n\
- max-cache-size 90%;\n\
+" max-cache-size 90%;\n\
+ max-acache-size 16M;\n\
 max-cache-ttl 604800; /* 1 week */\n\
 max-clients-per-query 100;\n\
 max-ncache-ttl 10800; /* 3 hours */\n\
 max-recursion-depth 7;\n\
 max-recursion-queries 100;\n\
+ max-stale-ttl 604800; /* 1 week */\n\
 message-compression yes;\n\
# min-roots <obsolete>;\n\
 minimal-any false;\n\
@@ -203,10 +204,14 @@ options {\n\
 request-expire true;\n\
 request-ixfr true;\n\
 require-server-cookie no;\n\
+ resolver-nonbackoff-tries 3;\n\
+ resolver-retry-interval
 800; /* in milliseconds */\n\
# rfc2308-type1 <obsolete>;\n\
 root-key-sentinel yes;\n\
 servfail-ttl 1;\n\
# sortlist <none>\n\
```

```
+ stale-answer-enable false;\n\
+ stale-answer-ttl 1; /* 1 second */\n\
# topology <none>\n\
 transfer-format many-answers;\n\
 v6-bias 50;\n\
diff --git a/bin/named/control.c b/bin/named/control.c
index 23620b4..0756c73 100644
--- a/bin/named/control.c
+++ b/bin/named/control.c
@@ -282,6 +282,8 @@ ns_control_docommand(isccc_sexpr_t *message, bool readonly,
  result = ns_server_validation(ns_g_server, lex, text);
 } else if (command_compare(command, NS_COMMAND_ZONESTATUS)) {
  result = ns_server_zonestatus(ns_g_server, lex, text);
+ } else if (command_compare(command, NS_COMMAND_SERVESTALE)) {
+  result = ns_server_servestale(ns_g_server, lex, text);
 } else {
  isc_log_write(ns_g_lctx, NS_LOGCATEGORY_GENERAL,
        NS_LOGMODULE_CONTROL, ISC_LOG_WARNING,
diff --git a/bin/named/include/named/control.h b/bin/named/include/named/control.h
index 56bad8d..37403f1
 100644
--- a/bin/named/include/named/control.h
+++ b/bin/named/include/named/control.h
@@ -67,6 +67,7 @@
#define NS_COMMAND_MKEYS "managed-keys"
#define NS_COMMAND_DNSTAPREOPEN "dnstap-reopen"
#define NS_COMMAND_DNSTAP "dnstap"
+#define NS_COMMAND_SERVESTALE "serve-stale"

isc_result_t
ns_controls_create(ns_server_t *server, ns_controls_t **ctrlsp);
diff --git a/bin/named/include/named/log.h b/bin/named/include/named/log.h
index 76e3a51..0d1d985 100644
--- a/bin/named/include/named/log.h
+++ b/bin/named/include/named/log.h
@@ -30,6 +30,7 @@
#define NS_LOGCATEGORY_UPDATE_SECURITY (&ns_g_categories[6])
#define NS_LOGCATEGORY_QUERY_ERRORS (&ns_g_categories[7])
#define NS_LOGCATEGORY_TAT  (&ns_g_categories[8])
+#define NS_LOGCATEGORY_SERVE_STALE (&ns_g_categories[9])

/*
 * Backwards compatibility.
diff --git a/bin/named/include/named/query.h b/bin/named/include/named/query.h
index ef1b172..53c052b 100644
--- a/bin/named/include/named/query.h
+++ b/bin/named/include/named/query.h
@@
```

```
 -35,6 +35,18 @@ typedef struct ns_dbversion {
 ISC_LINK(struct ns_dbversion) link;
} ns_dbversion_t;

+/*%
+ * nameserver recursion parameters, to uniquely identify a recursion
+ * query; this is used to detect a recursion loop
+ */
+typedef struct ns_query_recparam {
+ dns_rdatatype_t   qtype;
+ dns_name_t *   qname;
+ dns_fixedname_t   fqname;
+ dns_name_t *   qdomain;
+ dns_fixedname_t   fqdomain;
+} ns_query_recparam_t;
+
/*% nameserver query structure */
struct ns_query {
 unsigned int   attributes;
@@ -63,6 +75,7 @@ struct ns_query {
 unsigned int   dns64_aaaaoklen;
 unsigned int   dns64_options;
 unsigned int   dns64_ttl;
+
 struct {
  dns_db_t *       db;
  dns_zone_t *       zone;
@@ -76,6 +89,8 @@ struct ns_query {
  bool  authoritative;
  bool  is_zone;
 } redirect;
+
+ ns_query_recparam_t  recparam;
 dns_keytag_t root_key_sentinel_keyid;
 bool root_key_sentinel_is_ta;
 bool root_key_sentinel_not_ta;
diff --git a/bin/named/include/named/server.h
 b/bin/named/include/named/server.h
index 0ba2627..08a02dc 100644
--- a/bin/named/include/named/server.h
+++ b/bin/named/include/named/server.h
@@ -227,7 +227,10 @@ enum {

 dns_nsstatscounter_reclimitdropped = 58,

- dns_nsstatscounter_max = 59
+ dns_nsstatscounter_trystale = 59,
+ dns_nsstatscounter_usedstale = 60,
```

```
+
+ dns_nsstatscounter_max = 61
};

/*%
@@ -766,4 +769,12 @@ ns_server_mkeys(ns_server_t *server, isc_lex_t *lex, isc_buffer_t **text);
isc_result_t
ns_server_dnstap(ns_server_t *server, isc_lex_t *lex, isc_buffer_t **text);

+
+/*%
+ * Control whether stale answers are served or not when configured in
+ * named.conf.
+ */
+isc_result_t
+ns_server_servestale(ns_server_t *server, isc_lex_t *lex,
+       isc_buffer_t **text);
#endif /* NAMED_SERVER_H */
diff --git a/bin/named/log.c b/bin/named/log.c
index acfa766..ea6f114 100644
--- a/bin/named/log.c
+++ b/bin/named/log.c
@@ -38,6 +38,7 @@ static isc_logcategory_t categories[] = {
 { "update-security",  0
 },
 { "query-errors",  0 },
 { "trust-anchor-telemetry", 0 },
+ { "serve-stale",               0 },
 { NULL,    0 }
};

diff --git a/bin/named/query.c b/bin/named/query.c
index b14f081..a95f5ad 100644
--- a/bin/named/query.c
+++ b/bin/named/query.c
@@ -149,10 +149,14 @@ last_cmpxchg(isc_stdtime_t *x, isc_stdtime_t *e, isc_stdtime_t r) {
#define REDIRECT(c)  (((c)->query.attributes & \
     NS_QUERYATTR_REDIRECT) != 0)

-/*% No QNAME Proof? */
+/*% Does the rdataset 'r' have an attached 'No QNAME Proof'? */
#define NOQNAME(r)  (((r)->attributes & \
     DNS_RDATASETATTR_NOQNAME) != 0)

+/*% Does the rdataset 'r' contain a stale answer? */
+#define STALE(r)  (((r)->attributes & \
+      DNS_RDATASETATTR_STALE) != 0)
+
```

```
#ifdef WANT_QUERYTRACE
static inline void
client_trace(ns_client_t *client, int level, const char *message) {
@@ -241,6 +245,10 @@ static bool
rpz_ck_dnssec(ns_client_t *client, isc_result_t qresult,
      dns_rdataset_t *rdataset, dns_rdataset_t *sigrdataset);

+static void
+recparam_update(ns_query_recparam_t *param, dns_rdatatype_t qtype,
+  const dns_name_t *qname, const dns_name_t *qdomain);
+
/*%
 * Increment query statistics counters.
 */
@@ -494,6 +502,7 @@ query_reset(ns_client_t *client, bool everything) {
 client->query.isreferral = false;
 client->query.dns64_options = 0;
 client->query.dns64_ttl = UINT32_MAX;
+ recparam_update(&client->query.recparam, 0, NULL, NULL);
 client->query.root_key_sentinel_keyid = 0;
 client->query.root_key_sentinel_is_ta = false;
 client->query.root_key_sentinel_not_ta = false;
@@ -4305,6 +4314,54 @@ log_quota(ns_client_t *client, isc_stdtime_t *last, isc_stdtime_t now,
 }
}

+/*%
+ * Check whether the recursion parameters in 'param' match the current query's
+ * recursion parameters provided in 'qtype', 'qname', and 'qdomain'.
+ */
+static bool
+recparam_match(const ns_query_recparam_t *param, dns_rdatatype_t qtype,
+       const dns_name_t *qname, const dns_name_t *qdomain)
+{
+ REQUIRE(param
+ != NULL);
+
+ return (param->qtype == qtype &&
+         param->qname != NULL && qname != NULL &&
+         param->qdomain != NULL && qdomain != NULL &&
+         dns_name_equal(param->qname, qname) &&
+         dns_name_equal(param->qdomain, qdomain));
+}
+
+/*%
+ * Update 'param' with current query's recursion parameters provided in
+ * 'qtype', 'qname', and 'qdomain'.
+ */
```

```
+static void
+recparam_update(ns_query_recparam_t *param, dns_rdatatype_t qtype,
+  const dns_name_t *qname, const dns_name_t *qdomain)
+{
+ isc_result_t result;
+
+ REQUIRE(param != NULL);
+
+ param->qtype = qtype;
+
+ if (qname == NULL) {
+  param->qname = NULL;
+ } else {
+  param->qname = dns_fixedname_initname(&param->fqname);
+  result = dns_name_copy(qname, param->qname, NULL);
+  RUNTIME_CHECK(result == ISC_R_SUCCESS);
+ }
+
+ if (qdomain == NULL) {
+  param->qdomain = NULL;
+ } else {
+  param->qdomain = dns_fixedname_initname(&param->fqdomain);
+  result = dns_name_copy(qdomain, param->qdomain,
 NULL);
+  RUNTIME_CHECK(result == ISC_R_SUCCESS);
+ }
+}
+
static isc_result_t
query_recurse(ns_client_t *client, dns_rdatatype_t qtype, dns_name_t *qname,
       dns_name_t *qdomain, dns_rdataset_t *nameservers,
@@ -4314,6 +4371,19 @@ query_recurse(ns_client_t *client, dns_rdatatype_t qtype, dns_name_t *qname,
 dns_rdataset_t *rdataset, *sigrdataset;
 isc_sockaddr_t *peeraddr;

+ /*
+  * Check recursion parameters from the previous query to see if they
+  * match.  If not, update recursion parameters and proceed.
+  */
+ if (recparam_match(&client->query.recparam, qtype, qname, qdomain)) {
+  ns_client_log(client, NS_LOGCATEGORY_CLIENT,
+         NS_LOGMODULE_QUERY, ISC_LOG_INFO,
+         "recursion loop detected");
+  return (ISC_R_FAILURE);
+ }
+
+ recparam_update(&client->query.recparam, qtype, qname, qdomain);
+
```

```
 if (!resuming)
  inc_stats(client, dns_nsstatscounter_recursion);

@@ -6821,6 +6891,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t
 qtype)
 int line = -1;
 bool dns64_exclude, dns64, rpz;
 bool nxrewrite = false;
+ bool want_stale = false;
 bool redirected = false;
 dns_clientinfomethods_t cm;
 dns_clientinfo_t ci;
@@ -7130,6 +7201,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
  type = qtype;

 restart:
+ // query_start
 CTRACE(ISC_LOG_DEBUG(3), "query_find: restart");
 want_restart = false;
 authoritative = false;
@@ -7274,6 +7346,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
 }

 db_find:
+ // query_lookup
 CTRACE(ISC_LOG_DEBUG(3), "query_find: db_find");
 /*
  * We'll need some resources...
@@ -7331,6 +7404,35 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
 if (!is_zone)
  dns_cache_updatestats(client->view->cache, result);

+ if (want_stale) {
+  char namebuf[DNS_NAME_FORMATSIZE];
+  bool success;
+
+  client->query.dboptions &= ~DNS_DBFIND_STALEOK;
+  want_stale = false;
+
+  if
 (dns_rdataset_isassociated(rdataset) &&
+      dns_rdataset_count(rdataset) > 0 &&
+      STALE(rdataset)) {
+   rdataset->ttl = client->view->staleanswerttl;
+   success = true;
+  } else {
+   success = false;
+  }
```

```
+
+  dns_name_format(client->query.qname,
+    namebuf, sizeof(namebuf));
+  isc_log_write(ns_g_lctx, NS_LOGCATEGORY_SERVE_STALE,
+        NS_LOGMODULE_QUERY, ISC_LOG_INFO,
+        "%s resolver failure, stale answer %s",
+        namebuf, success ? "used" : "unavailable");
+
+  if (!success) {
+   QUERY_ERROR(DNS_R_SERVFAIL);
+   goto cleanup;
+  }
+ }
+
 resume:
 CTRACE(ISC_LOG_DEBUG(3), "query_find: resume");

@@ -7676,6 +7778,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
   * The cache doesn't even have the root NS.  Get them from
   * the hints DB.
   */
+  // query_notfound
  INSIST(!is_zone);
  if (db != NULL)
   dns_db_detach(&db);
@@ -7738,12 +7841,14 @@ query_find(ns_client_t *client, dns_fetchevent_t
 *event, dns_rdatatype_t qtype)
   */
  /* FALLTHROUGH */
 case DNS_R_DELEGATION:
+  // query_delegation
  authoritative = false;
  if (is_zone) {
   /*
    * Look to see if we are authoritative for the
    * child zone if the query type is DS.
    */
+   // query_zone_delegation
   if (!RECURSIONOK(client) &&
       (options & DNS_GETDB_NOEXACT) != 0 &&
       qtype == dns_rdatatype_ds) {
@@ -8130,6 +8235,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
           false, true);
   }
  }
+  // query_nxdomain
  if (dns_rdataset_isassociated(rdataset)) {
   /*
```

```
    * If we've got a NSEC record, we need to save the
@@ -8450,7 +8556,8 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
   /*
    * If we have a zero ttl from the cache refetch it.
    */
-  if (!is_zone && !resuming && rdataset->ttl == 0 &&
+  // query_cname
+  if (!is_zone && !resuming && !STALE(rdataset) && rdataset->ttl == 0 &&
       RECURSIONOK(client))
    {
    if (dns_rdataset_isassociated(rdataset))
@@ -8676,7 +8783,11 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
     "query_find: unexpected error after resuming: %s",
     isc_result_totext(result));
   CTRACE(ISC_LOG_ERROR, errmsg);
-  QUERY_ERROR(DNS_R_SERVFAIL);
+  if (resuming) {
+    want_stale = true;
+  } else {
+    QUERY_ERROR(DNS_R_SERVFAIL);
+  }
   goto cleanup;
  }

@@ -8932,7 +9043,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
   /*
    * If we have a zero ttl from the cache refetch it.
    */
-  if (!is_zone && !resuming && rdataset->ttl == 0 &&
+  if (!is_zone && !resuming && !STALE(rdataset) && rdataset->ttl == 0 &&
       RECURSIONOK(client))
   {
   if (dns_rdataset_isassociated(rdataset))
@@ -8943,6 +9054,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
   if (node != NULL)
    dns_db_detachnode(db, &node);

+  // query_respond
   INSIST(!REDIRECT(client));
   result = query_recurse(client, qtype,
           client->query.qname,
@@ -9223,6 +9335,7 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
          dns_fixedname_name(&wildcardname),
          true, false);
 cleanup:
+ // query_done
 CTRACE(ISC_LOG_DEBUG(3), "query_find: cleanup");
 /*
```

```
 * General cleanup.
@@ -9279,6 +9392,49 @@ query_find(ns_client_t *client, dns_fetchevent_t *event, dns_rdatatype_t qtype)
  goto restart;
 }

+ if (want_stale) {
+  dns_ttl_t stale_ttl = 0;
+  isc_result_t result;
+  bool staleanswersok = false;
+
+  /*
+   * Stale answers only make sense if stale_ttl > 0 but
+   * we want rndc to be able to control returning stale
+   * answers if they are configured.
+   */
+  dns_db_attach(client->view->cachedb, &db);
+  result = dns_db_getservestalettl(db, &stale_ttl);
+  if (result == ISC_R_SUCCESS && stale_ttl > 0)  {
+   switch (client->view->staleanswersok) {
+   case dns_stale_answer_yes:
+    staleanswersok
+ = true;
+    break;
+   case dns_stale_answer_conf:
+    staleanswersok =
+     client->view->staleanswersenable;
+    break;
+   case dns_stale_answer_no:
+    staleanswersok = false;
+    break;
+   }
+  } else {
+   staleanswersok = false;
+  }
+
+  if (staleanswersok) {
+   client->query.dboptions |= DNS_DBFIND_STALEOK;
+   inc_stats(client, dns_nsstatscounter_trystale);
+   if (client->query.fetch != NULL)
+    dns_resolver_destroyfetch(
+        &client->query.fetch);
+   goto db_find;
+  }
+  dns_db_detach(&db);
+  want_stale = false;
+  QUERY_ERROR(DNS_R_SERVFAIL);
+  goto cleanup;
+ }
```

```
+
 if (eresult != ISC_R_SUCCESS &&
     (!PARTIALANSWER(client) || WANTRECURSION(client)
      || eresult == DNS_R_DROP)) {
diff --git a/bin/named/server.c b/bin/named/server.c
index 2bdf690..3a5ba91 100644
--- a/bin/named/server.c
+++ b/bin/named/server.c
@@ -1720,7 +1720,8 @@ static bool
cache_sharable(dns_view_t *originview, dns_view_t *view,
        bool new_zero_no_soattl,
        unsigned int new_cleaning_interval,
-       uint64_t new_max_cache_size)
+       uint64_t new_max_cache_size,
+       uint32_t new_stale_ttl)
{
 /*
  * If the cache cannot even reused for the same view, it cannot be
@@ -1735,6 +1736,7 @@ cache_sharable(dns_view_t *originview, dns_view_t *view,
  */
 if (dns_cache_getcleaninginterval(originview->cache) !=
     new_cleaning_interval ||
+    dns_cache_getservestalettl(originview->cache) != new_stale_ttl ||
     dns_cache_getcachesize(originview->cache) != new_max_cache_size) {
  return (false);
 }
@@ -3290,6 +3292,7 @@ configure_view(dns_view_t *view, dns_viewlist_t *viewlist,
 size_t max_acache_size;
 size_t max_adb_size;
 uint32_t lame_ttl, fail_ttl;
+ uint32_t max_stale_ttl;
 dns_tsig_keyring_t *ring = NULL;
 dns_view_t *pview = NULL; /* Production view */
 isc_mem_t *cmctx = NULL, *hmctx = NULL;
@@ -3318,6 +3321,7 @@ configure_view(dns_view_t *view, dns_viewlist_t *viewlist,
 bool old_rpz_ok
 = false;
 isc_dscp_t dscp4 = -1, dscp6 = -1;
 dns_dyndbctx_t *dctx = NULL;
+ unsigned int resolver_param;

 REQUIRE(DNS_VIEW_VALID(view));

@@ -3732,6 +3736,24 @@ configure_view(dns_view_t *view, dns_viewlist_t *viewlist,
 if (view->maxncachettl > 7 * 24 * 3600)
  view->maxncachettl = 7 * 24 * 3600;

+ obj = NULL;
```

```
+ result = ns_config_get(maps, "max-stale-ttl", &obj);
+ INSIST(result == ISC_R_SUCCESS);
+ max_stale_ttl = cfg_obj_asuint32(obj);
+
+ obj = NULL;
+ result = ns_config_get(maps, "stale-answer-enable", &obj);
+ INSIST(result == ISC_R_SUCCESS);
+ view->staleanswersenable = cfg_obj_asboolean(obj);
+
+ result = dns_viewlist_find(&ns_g_server->viewlist, view->name,
+       view->rdclass, &pview);
+ if (result == ISC_R_SUCCESS) {
+  view->staleanswersok = pview->staleanswersok;
+  dns_view_detach(&pview);
+ } else
+  view->staleanswersok = dns_stale_answer_conf;
+
 /*
  * Configure the view's cache.
  *
@@ -3765,7 +3787,8 @@ configure_view(dns_view_t *view, dns_viewlist_t
 *viewlist,
 nsc = cachelist_find(cachelist, cachename, view->rdclass);
 if (nsc != NULL) {
  if (!cache_sharable(nsc->primaryview, view, zero_no_soattl,
-       cleaning_interval, max_cache_size)) {
+       cleaning_interval, max_cache_size,
+       max_stale_ttl)) {
   isc_log_write(ns_g_lctx, NS_LOGCATEGORY_GENERAL,
         NS_LOGMODULE_SERVER, ISC_LOG_ERROR,
         "views %s and %s can't share the cache "
@@ -3864,9 +3887,15 @@ configure_view(dns_view_t *view, dns_viewlist_t *viewlist,

 dns_cache_setcleaninginterval(cache, cleaning_interval);
 dns_cache_setcachesize(cache, max_cache_size);
+ dns_cache_setservestalettl(cache, max_stale_ttl);

 dns_cache_detach(&cache);

+ obj = NULL;
+ result = ns_config_get(maps, "stale-answer-ttl", &obj);
+ INSIST(result == ISC_R_SUCCESS);
+ view->staleanswerttl = ISC_MAX(cfg_obj_asuint32(obj), 1);
+
 /*
  * Resolver.
  *
@@ -4055,6 +4084,21 @@ configure_view(dns_view_t *view, dns_viewlist_t *viewlist,
```

```
 maxbits = 4096;
 view->maxbits = maxbits;

+ /*
+  * Set resolver retry parameters.
+  */
+ obj = NULL;
+ CHECK(ns_config_get(maps, "resolver-retry-interval", &obj));
+ resolver_param = cfg_obj_asuint32(obj);
+ if (resolver_param > 0)
+  dns_resolver_setretryinterval(view->resolver, resolver_param);
+
+ obj = NULL;
+ CHECK(ns_config_get(maps, "resolver-nonbackoff-tries", &obj));
+ resolver_param = cfg_obj_asuint32(obj);
+ if (resolver_param > 0)
+  dns_resolver_setnonbackofftries(view->resolver, resolver_param);
+
 /*
  * Set supported DNSSEC algorithms.
  */
@@ -14559,3 +14603,132 @@ ns_server_dnstap(ns_server_t *server, isc_lex_t *lex, isc_buffer_t **text) {
 return (ISC_R_NOTIMPLEMENTED);
#endif
}
+
+isc_result_t
+ns_server_servestale(ns_server_t *server, isc_lex_t *lex,
+       isc_buffer_t **text)
+{
+ char *ptr, *classtxt, *viewtxt = NULL;
+ char msg[128];
+ dns_rdataclass_t rdclass = dns_rdataclass_in;
+ dns_view_t *view;
+ bool found = false;
+ dns_stale_answer_t staleanswersok = dns_stale_answer_conf;
+ bool
 wantstatus = false;
+ isc_result_t result = ISC_R_SUCCESS;
+
+ /* Skip the command name. */
+ ptr = next_token(lex, text);
+ if (ptr == NULL)
+  return (ISC_R_UNEXPECTEDEND);
+
+ ptr = next_token(lex, NULL);
+ if (ptr == NULL)
+  return (ISC_R_UNEXPECTEDEND);
```

```
+
+ if (strcasecmp(ptr, "on") == 0 || strcasecmp(ptr, "yes") == 0) {
+  staleanswersok = dns_stale_answer_yes;
+ } else if (strcasecmp(ptr, "off") == 0 || strcasecmp(ptr, "no") == 0) {
+  staleanswersok = dns_stale_answer_no;
+ } else if (strcasecmp(ptr, "reset") == 0) {
+  staleanswersok = dns_stale_answer_conf;
+ } else if (strcasecmp(ptr, "status") == 0) {
+  wantstatus = true;
+ } else
+  return (DNS_R_SYNTAX);
+
+ /* Look for the optional class name. */
+ classtxt = next_token(lex, text);
+ if (classtxt != NULL) {
+  /* Look for the optional view name. */
+  viewtxt = next_token(lex, text);
+ }
+
+ if (classtxt != NULL) {
+  isc_textregion_t r;
+
+  r.base = classtxt;
+  r.length = strlen(classtxt);
+  result
 = dns_rdataclass_fromtext(&rdclass, &r);
+  if (result != ISC_R_SUCCESS) {
+   if (viewtxt == NULL) {
+    viewtxt = classtxt;
+    classtxt = NULL;
+    result = ISC_R_SUCCESS;
+   } else {
+    snprintf(msg, sizeof(msg),
+      "unknown class '%s'", classtxt);
+    (void) putstr(text, msg);
+    goto cleanup;
+   }
+  }
+ }
+
+ result = isc_task_beginexclusive(server->task);
+ RUNTIME_CHECK(result == ISC_R_SUCCESS);
+
+ for (view = ISC_LIST_HEAD(server->viewlist);
+      view != NULL;
+      view = ISC_LIST_NEXT(view, link))
+ {
+  dns_ttl_t stale_ttl = 0;
```

```
+  dns_db_t *db = NULL;
+
+  if (classtxt != NULL && rdclass != view->rdclass)
+   continue;
+
+  if (viewtxt != NULL && strcmp(view->name, viewtxt) != 0)
+   continue;
+
+  if (!wantstatus) {
+   view->staleanswersok = staleanswersok;
+   found = true;
+   continue;
+  }
+
+  db = NULL;
+  dns_db_attach(view->cachedb, &db);
+  (void)dns_db_getservestalettl(db, &stale_ttl);
+  dns_db_detach(&db);
+  if (found)
+   CHECK(putstr(text,
 "\n"));
+  CHECK(putstr(text, view->name));
+  CHECK(putstr(text, ": "));
+  switch (view->staleanswersok) {
+  case dns_stale_answer_yes:
+   if (stale_ttl > 0)
+    CHECK(putstr(text, "on (rndc)"));
+   else
+    CHECK(putstr(text, "off (not-cached)"));
+   break;
+  case dns_stale_answer_no:
+   CHECK(putstr(text, "off (rndc)"));
+   break;
+  case dns_stale_answer_conf:
+   if (view->staleanswersenable && stale_ttl > 0)
+    CHECK(putstr(text, "on"));
+   else if (view->staleanswersenable)
+    CHECK(putstr(text, "off (not-cached)"));
+   else
+    CHECK(putstr(text, "off"));
+   break;
+  }
+  if (stale_ttl > 0) {
+   snprintf(msg, sizeof(msg),
+     " (stale-answer-ttl=%u max-stale-ttl=%u)",
+     view->staleanswerttl, stale_ttl);
+   CHECK(putstr(text, msg));
+  }
```

```
+  found = true;
+ }
+ isc_task_endexclusive(ns_g_server->task);
+
+ if (!found)
+  result = ISC_R_NOTFOUND;
+
+cleanup:
+ if (isc_buffer_usedlength(*text) > 0)
+  (void) putnull(text);
+
+ return (result);
+}
diff
 --git a/bin/named/statschannel.c b/bin/named/statschannel.c
index 12ab048..4938c03 100644
--- a/bin/named/statschannel.c
+++ b/bin/named/statschannel.c
@@ -300,6 +300,12 @@ init_desc(void) {
 SET_NSSTATDESC(reclimitdropped,
        "queries dropped due to recursive client limit",
        "RecLimitDropped");
+ SET_NSSTATDESC(trystale,
+        "attempts to use stale cache data after lookup failure",
+        "QryTryStale");
+ SET_NSSTATDESC(usedstale,
+        "successful uses of stale cache data after lookup failure",
+        "QryUsedStale");
 INSIST(i == dns_nsstatscounter_max);

 /* Initialize resolver statistics */
diff --git a/bin/rndc/rndc.c b/bin/rndc/rndc.c
index 0acfe3a..2c21c1d 100644
--- a/bin/rndc/rndc.c
+++ b/bin/rndc/rndc.c
@@ -160,6 +160,8 @@ command is one of the following:\n\
  scan  Scan available network interfaces for changes.\n\
  secroots [view ...]\n\
  Write security roots to the secroots file.\n\
+  serve-stale ( yes | no | reset ) [class
 [view]]\n\
+  Control whether stale answers are returned\n\
  showzone zone [class [view]]\n\
  Print a zone's configuration.\n\
  sign zone [class [view]]\n\
diff --git a/bin/rndc/rndc.docbook b/bin/rndc/rndc.docbook
index 159ded9..12a7208 100644
--- a/bin/rndc/rndc.docbook
```

```
+++ b/bin/rndc/rndc.docbook
@@ -689,6 +689,25 @@
 </listitem>
     </varlistentry>

+     <varlistentry>
+ <term><userinput>serve-stale ( on | off | reset | status) <optional><replaceable>class</replaceable>
<optional><replaceable>view</replaceable></optional></optional></userinput></term>
+ <listitem>
+   <para>
+     Enable, disable, or reset the serving of stale answers
+     as configured in named.conf. Serving of stale answers
+     will remain disabled across <filename>named.conf</filename>
+     reloads if disabled via rndc until it is reset via rndc.
+   </para>
+   <para>
+     Status will report whether serving of stale answers is
+     currently enabled, disabled or not configured for a
+
  view.  If serving of stale records is configured then
+     the values of stale-answer-ttl and max-stale-ttl are
+     reported.
+   </para>
+ </listitem>
+     </varlistentry>
+
     <varlistentry>
 <term><userinput>secroots <optional>-</optional> <optional><replaceable>view
...</replaceable></optional></userinput></term>
 <listitem>
diff --git a/bin/tests/system/chain/prereq.sh b/bin/tests/system/chain/prereq.sh
index 23bedcd..43385de 100644
--- a/bin/tests/system/chain/prereq.sh
+++ b/bin/tests/system/chain/prereq.sh
@@ -48,3 +48,10 @@ else
   echo_i "This test requires the Net::DNS::Nameserver library." >&2
   exit 1
fi
+if $PERL -e 'use Net::DNS::Nameserver;' 2>/dev/null
+then
+ :
+else
+    echo "I:This test requires the Net::DNS::Nameserver library." >&2
+    exit 1
+fi
diff --git a/bin/tests/system/conf.sh.in b/bin/tests/system/conf.sh.in
index f6412f6..26c8901 100644
--- a/bin/tests/system/conf.sh.in
```

```
+++ b/bin/tests/system/conf.sh.in
@@ -128,7 +128,7 @@ PARALLELDIRS="dnssec
 rpzrecurse \
 reclimit redirect resolver rndc rootkeysentinel rpz \
 rrchecker rrl rrsetorder rsabigexponent runtime \
 sfcache smartsign sortlist \
- spf staticstub statistics statschannel stub \
+ spf serve-stale staticstub statistics statschannel stub \
 tcp tsig tsiggss \
 unknown upforwd verify views wildcard \
 xfer xferquota zero zonechecks"
diff --git a/bin/tests/system/dyndb/driver/db.c b/bin/tests/system/dyndb/driver/db.c
index 02aa6ab..a77c7de 100644
--- a/bin/tests/system/dyndb/driver/db.c
+++ b/bin/tests/system/dyndb/driver/db.c
@@ -629,6 +629,8 @@ static dns_dbmethods_t sampledb_methods = {
 hashsize,
 NULL,
 NULL,
+ NULL,
+ NULL,
};

/* Auxiliary driver functions. */
diff --git a/bin/tests/system/serve-stale/.gitignore b/bin/tests/system/serve-stale/.gitignore
new file mode 100644
index 0000000..2272eef
--- /dev/null
+++ b/bin/tests/system/serve-stale/.gitignore
@@ -0,0 +1,11 @@
+/ans2/ans.pid
+/ans2/ans.pl
+/dig.out*
+/ns1/named.conf
+/ns3/named.conf
+/ns3/root.bk
+/rndc.out*
+named.lock
+named.pid
+named.port
+named.run
diff
 --git a/bin/tests/system/serve-stale/ans2/ans.pl.in b/bin/tests/system/serve-stale/ans2/ans.pl.in
new file mode 100644
index 0000000..2b39eca
--- /dev/null
+++ b/bin/tests/system/serve-stale/ans2/ans.pl.in
@@ -0,0 +1,178 @@
```

```
+#!/usr/bin/env perl
+#
+# Copyright (C) 2014-2016  Internet Systems Consortium, Inc. ("ISC")
+#
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+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, You can obtain one at http://mozilla.org/MPL/2.0/.
+
+use strict;
+use warnings;
+
+use IO::File;
+use IO::Socket;
+use Getopt::Long;
+use Net::DNS;
+use Time::HiRes qw(usleep nanosleep);
+
+my $pidf = new IO::File "ans.pid", "w" or die "cannot open pid file: $!";
+print $pidf "$$\n" or die "cannot write pid file: $!";
+$pidf->close or die "cannot close pid file: $!";
+sub rmpid { unlink "ans.pid"; exit 1; };
+
+$SIG{INT} = \&rmpid;
+$SIG{TERM}
 = \&rmpid;
+
+my $send_response = 1;
+
+my $localaddr = "10.53.0.2";
+my $localport = @PORT@;
+my $udpsock = IO::Socket::INET->new(LocalAddr => "$localaddr",
+   LocalPort => $localport, Proto => "udp", Reuse => 1) or die "$!";
+
+#
+# Delegation
+#
+my $SOA = "example 300 IN SOA . . 0 0 0 0 300";
+my $NS = "example 300 IN NS ns.example";
+my $A = "ns.example 300 IN A $localaddr";
+#
+# Records to be TTL stretched
+#
+my $TXT = "data.example 1 IN TXT \"A text record with a 1 second ttl\"";
+my $negSOA = "example 1 IN SOA . . 0 0 0 0 300";
+
+sub reply_handler {
+    my ($qname, $qclass, $qtype) = @_;
+    my ($rcode, @ans, @auth, @add);
```

```
+
+    print ("request: $qname/$qtype\n");
+    STDOUT->flush();
+
+    # Control whether we send a response or not.
+    # We always respond to control commands.
+    if ($qname eq "enable" ) {
+ if ($qtype eq "TXT") {
+     $send_response = 1;
+           my $rr = new Net::DNS::RR("$qname 0 $qclass TXT \"$send_response\"");
+           push @ans, $rr;
+ }
+ $rcode
 = "NOERROR";
+        return ($rcode, \@ans, \@auth, \@add, { aa => 1 });
+    } elsif ($qname eq "disable" ) {
+ if ($qtype eq "TXT") {
+     $send_response = 0;
+           my $rr = new Net::DNS::RR("$qname 0 $qclass TXT \"$send_response\"");
+           push @ans, $rr;
+ }
+ $rcode = "NOERROR";
+        return ($rcode, \@ans, \@auth, \@add, { aa => 1 });
+    }
+
+    # If we are not responding to queries we are done.
+    return if (!$send_response);
+
+    # Construct the response and send it.
+    if ($qname eq "ns.example" ) {
+ if ($qtype eq "A") {
+     my $rr = new Net::DNS::RR($A);
+     push @ans, $rr;
+ } else {
+     my $rr = new Net::DNS::RR($SOA);
+     push @auth, $rr;
+ }
+ $rcode = "NOERROR";
+    } elsif ($qname eq "example") {
+ if ($qtype eq "NS") {
+     my $rr = new Net::DNS::RR($NS);
+     push @auth, $rr;
+     $rr = new Net::DNS::RR($A);
+     push @add, $rr;
+ } elsif ($qtype eq "SOA") {
+     my $rr = new Net::DNS::RR($SOA);
+     push @ans,
```

```
 $rr;
+ } else {
+     my $rr = new Net::DNS::RR($SOA);
+     push @auth, $rr;
+ }
+ $rcode = "NOERROR";
+    } elsif ($qname eq "nodata.example") {
+ my $rr = new Net::DNS::RR($negSOA);
+ push @auth, $rr;
+ $rcode = "NOERROR";
+    } elsif ($qname eq "data.example") {
+ if ($qtype eq "TXT") {
+     my $rr = new Net::DNS::RR($TXT);
+     push @ans, $rr;
+ } else {
+     my $rr = new Net::DNS::RR($negSOA);
+     push @auth, $rr;
+ }
+ $rcode = "NOERROR";
+    } elsif ($qname eq "nxdomain.example") {
+ my $rr = new Net::DNS::RR($negSOA);
+ push @auth, $rr;
+ $rcode = "NXDOMAIN";
+    } else {
+        my $rr = new Net::DNS::RR($SOA);
+ push @auth, $rr;
+ $rcode = "NXDOMAIN";
+    }
+
+    # mark the answer as authoritive (by setting the 'aa' flag
+    return ($rcode, \@ans, \@auth, \@add, { aa => 1 });
+}
+
+GetOptions(
+    'port=i' => \$localport,
+);
+
+my $rin;
+my $rout;
+
+for (;;) {
+ $rin = '';
+ vec($rin, fileno($udpsock), 1) = 1;
+
+ select($rout = $rin, undef, undef, undef);
+
+ if
```

```
 (vec($rout, fileno($udpsock), 1)) {
+  my ($buf, $request, $err);
+  $udpsock->recv($buf, 512);
+
+  if ($Net::DNS::VERSION > 0.68) {
+   $request = new Net::DNS::Packet(\$buf, 0);
+   $@ and die $@;
+  } else {
+   my $err;
+   ($request, $err) = new Net::DNS::Packet(\$buf, 0);
+   $err and die $err;
+  }
+
+  my @questions = $request->question;
+  my $qname = $questions[0]->qname;
+  my $qclass = $questions[0]->qclass;
+  my $qtype = $questions[0]->qtype;
+  my $id = $request->header->id;
+
+  my ($rcode, $ans, $auth, $add, $headermask) = reply_handler($qname, $qclass, $qtype);
+
+  if (!defined($rcode)) {
+   print "  Silently ignoring query\n";
+   next;
+  }
+
+  my $reply = Net::DNS::Packet->new();
+  $reply->header->qr(1);
+  $reply->header->aa(1) if $headermask->{'aa'};
+  $reply->header->id($id);
+  $reply->header->rcode($rcode);
+  $reply->push("question",   @questions);
+  $reply->push("answer",     @$ans)  if $ans;
+  $reply->push("authority",  @$auth) if $auth;
+  $reply->push("additional",
 @$add)  if $add;
+
+  my $num_chars = $udpsock->send($reply->data);
+  print "  Sent $num_chars bytes via UDP\n";
+ }
+}
diff --git a/bin/tests/system/serve-stale/clean.sh b/bin/tests/system/serve-stale/clean.sh
new file mode 100644
index 0000000..2397326
--- /dev/null
+++ b/bin/tests/system/serve-stale/clean.sh
@@ -0,0 +1,15 @@
+# Copyright (C) 2017  Internet Systems Consortium, Inc. ("ISC")
```

```
+#
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+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, You can obtain one at http://mozilla.org/MPL/2.0/.
+
+rm -f test.output
+rm -f dig.out.test*
+rm -f ans2/ans.pl
+rm -f ns3/root.bk
+rm -f rndc.out.test*
+rm -f ns*/named.memstats
+rm -f ns*/managed-keys.bind
+rm -f ns*/named.conf
+rm -f ns*/named.run
diff --git a/bin/tests/system/serve-stale/ns1/named1.conf.in b/bin/tests/system/serve-stale/ns1/named1.conf.in
new file mode 100644
index 0000000..8a75a10
--- /dev/null
+++
 b/bin/tests/system/serve-stale/ns1/named1.conf.in
@@ -0,0 +1,35 @@
+/*
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+ *
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+ * License, v. 2.0. If a copy of the MPL was not distributed with this
+ * file, You can obtain one at http://mozilla.org/MPL/2.0/.
+ */
+
+key rndc_key {
+        secret "1234abcd8765";
+        algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.1 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+options {
+ query-source address 10.53.0.1;
+ notify-source 10.53.0.1;
+ transfer-source 10.53.0.1;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.1; };
+ listen-on-v6 { none; };
+ recursion yes;
+ max-stale-ttl 3600;
```

```
+ stale-answer-ttl 1;
+ stale-answer-enable yes;
+};
+
+zone "." {
+ type master;
+ file "root.db";
+};
diff --git a/bin/tests/system/serve-stale/ns1/named2.conf.in b/bin/tests/system/serve-stale/ns1/named2.conf.in
new file mode 100644
index
 0000000..072e6ec
--- /dev/null
+++ b/bin/tests/system/serve-stale/ns1/named2.conf.in
@@ -0,0 +1,35 @@
+/*
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+ *
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+ * License, v. 2.0. If a copy of the MPL was not distributed with this
+ * file, You can obtain one at http://mozilla.org/MPL/2.0/.
+ */
+
+key rndc_key {
+       secret "1234abcd8765";
+       algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.1 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+options {
+ query-source address 10.53.0.1;
+ notify-source 10.53.0.1;
+ transfer-source 10.53.0.1;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.1; };
+ listen-on-v6 { none; };
+ recursion yes;
+ max-stale-ttl 7200;
+ stale-answer-ttl 2;
+ stale-answer-enable yes;
+};
+
+zone "." {
+ type master;
```

```
+ file "root.db";
+};
diff --git a/bin/tests/system/serve-stale/ns1/root.db b/bin/tests/system/serve-stale/ns1/root.db
new
 file mode 100644
index 0000000..eb9ad3e
--- /dev/null
+++ b/bin/tests/system/serve-stale/ns1/root.db
@@ -0,0 +1,5 @@
+.  300 SOA . . 0 0 0 0 0
+.  300 NS ns.nil.
+ns.nil.  300 A 10.53.0.1
+example. 300 NS ns.example.
+ns.example. 300 A 10.53.0.2
diff --git a/bin/tests/system/serve-stale/ns3/named.conf.in b/bin/tests/system/serve-stale/ns3/named.conf.in
new file mode 100644
index 0000000..24a3293
--- /dev/null
+++ b/bin/tests/system/serve-stale/ns3/named.conf.in
@@ -0,0 +1,35 @@
+/*
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+ *
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+ * License, v. 2.0. If a copy of the MPL was not distributed with this
+ * file, You can obtain one at http://mozilla.org/MPL/2.0/.
+ */
+
+key rndc_key {
+       secret "1234abcd8765";
+       algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.3 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+options {
+ query-source address 10.53.0.3;
+ notify-source
+ 10.53.0.3;
+ transfer-source 10.53.0.3;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.3; };
+ listen-on-v6 { none; };
+ recursion yes;
+ // max-stale-ttl 3600;
```

```
+ // stale-answer-ttl 3;
+};
+
+zone "." {
+ type slave;
+ masters { 10.53.0.1; };
+ file "root.bk";
+};
diff --git a/bin/tests/system/serve-stale/prereq.sh b/bin/tests/system/serve-stale/prereq.sh
new file mode 100644
index 0000000..a3bbef8
--- /dev/null
+++ b/bin/tests/system/serve-stale/prereq.sh
@@ -0,0 +1,38 @@
+#!/bin/sh
+#
+# Copyright (C) 2011, 2012, 2014, 2016  Internet Systems Consortium, Inc. ("ISC")
+#
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+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, You can obtain one at http://mozilla.org/MPL/2.0/.
+
+SYSTEMTESTTOP=..
+. $SYSTEMTESTTOP/conf.sh
+
+if $PERL -e 'use Net::DNS;' 2>/dev/null
+then
+    if $PERL -e 'use Net::DNS; die if ($Net::DNS::VERSION >= 0.69 && $Net::DNS::VERSION <= 0.74);'
 2>/dev/null
+    then
+        :
+    else
+        echo "I:Net::DNS versions 0.69 to 0.74 have bugs that cause this test to fail: please update." >&2
+        exit 1
+    fi
+else
+    echo "I:This test requires the Net::DNS library." >&2
+    exit 1
+fi
+if $PERL -e 'use Net::DNS::Nameserver;' 2>/dev/null
+then
+ :
+else
+ echo "I:This test requires the Net::DNS::Nameserver library." >&2
+ exit 1
+fi
+if $PERL -e 'use Time::HiRes;' 2>/dev/null
+then
```

```
+ :
+else
+ echo "I:This test requires the Time::HiRes library." >&2
+ exit 1
+fi
diff --git a/bin/tests/system/serve-stale/setup.sh b/bin/tests/system/serve-stale/setup.sh
new file mode 100644
index 0000000..690f43c
--- /dev/null
+++ b/bin/tests/system/serve-stale/setup.sh
@@ -0,0 +1,13 @@
+#!/bin/sh
+# Copyright (C) 2017  Internet Systems Consortium, Inc. ("ISC")
+#
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+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, You can obtain one at
 http://mozilla.org/MPL/2.0/.
+
+SYSTEMTESTTOP=..
+. $SYSTEMTESTTOP/conf.sh
+
+copy_setports ns1/named1.conf.in ns1/named.conf
+copy_setports ans2/ans.pl.in ans2/ans.pl
+copy_setports ns3/named.conf.in ns3/named.conf
diff --git a/bin/tests/system/serve-stale/tests.sh b/bin/tests/system/serve-stale/tests.sh
new file mode 100755
index 0000000..201c996
--- /dev/null
+++ b/bin/tests/system/serve-stale/tests.sh
@@ -0,0 +1,536 @@
+#!/bin/sh
+#
+# Copyright (C) 2000, 2001, 2004, 2007, 2009-2016  Internet Systems Consortium, Inc. ("ISC")
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+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, You can obtain one at http://mozilla.org/MPL/2.0/.
+
+SYSTEMTESTTOP=..
+. $SYSTEMTESTTOP/conf.sh
+
+while getopts "p:c:" flag; do
+    case "$flag" in
+ p) port=$OPTARG ;;
+ c) controlport=$OPTARG ;;
+ *) exit 1 ;;
+    esac
```

```
+done
+
+RNDCCMD="$RNDC -c $SYSTEMTESTTOP/common/rndc.conf -p ${CONTROLPORT} -s"
+
+echo
 "RNDCCMD: ${RNDCCMD}"
+
+status=0
+n=0
+
+#echo "I:check ans.pl server ($n)"
+#$DIG -p ${PORT} @10.53.0.2 example NS
+#$DIG -p ${PORT} @10.53.0.2 example SOA
+#$DIG -p ${PORT} @10.53.0.2 ns.example A
+#$DIG -p ${PORT} @10.53.0.2 ns.example AAAA
+#$DIG -p ${PORT} @10.53.0.2 txt enable
+#$DIG -p ${PORT} @10.53.0.2 txt disable
+#$DIG -p ${PORT} @10.53.0.2 ns.example AAAA
+#$DIG -p ${PORT} @10.53.0.2 txt enable
+#$DIG -p ${PORT} @10.53.0.2 ns.example AAAA
+##$DIG -p ${PORT} @10.53.0.2 data.example TXT
+#$DIG -p ${PORT} @10.53.0.2 nodata.example TXT
+#$DIG -p ${PORT} @10.53.0.2 nxdomain.example TXT
+
+n=`expr $n + 1`
+echo "I:prime cache data.example ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:prime cache nodata.example ($n)"
+ret=0
+$DIG -p ${PORT}
 @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:prime cache nxdomain.example ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
```

```
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:disable responses from authoritative server ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.2 txt disable  > dig.out.test$n
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "TXT.\"0\"" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+sleep 1
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale
 status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: on (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo
 "I:check stale nxdomain.example ($n)"
+ret=0
```

```
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale off' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale off || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: off (rndc) (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example (serve-stale off) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example
 TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example (serve-stale off) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nxdomain.example (serve-stale off) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
```

```
+
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale on' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale on || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr
 $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: on (rndc) (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example (serve-stale on) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example (serve-stale on) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n
 > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nxdomain.example (serve-stale on) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
```

```
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale no' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale no || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: off (rndc) (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr
 $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example (serve-stale no) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example (serve-stale no) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nxdomain.example (serve-stale no) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale
 yes' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale yes || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
```

```
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: on (rndc) (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example (serve-stale yes) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example (serve-stale yes) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep
 "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nxdomain.example (serve-stale yes) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale off' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale off || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
```

```
+n=`expr $n + 1`
+echo "I:running 'rndc serve-stale reset' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale reset || ret=1
+if [ $ret != 0 ]; then echo "I:failed";
 fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: on (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale data.example (serve-stale reset) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nodata.example (serve-stale reset) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n
 > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check stale nxdomain.example (serve-stale reset) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.1 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
```

```
+echo "I:running 'rndc serve-stale off' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale off || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: off (rndc) (stale-answer-ttl=1 max-stale-ttl=3600)' rndc.out.test$n > /dev/null || ret=1
+if
 [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:updating ns1/named.conf ($n)"
+ret=0
+sed -e "s/@PORT@/${PORT}/g;s/@CONTROLPORT@/${CONTROLPORT}/g" < ns1/named2.conf.in >
ns1/named.conf
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:running 'rndc reload' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 reload > rndc.out.test$n 2>&1 || ret=1
+grep "server reload successful" rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: off (rndc) (stale-answer-ttl=2 max-stale-ttl=7200)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale
 > rndc.out.test$n 2>&1 && ret=1
+grep "unexpected end of input" rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
```

```
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale unknown' ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 serve-stale unknown > rndc.out.test$n 2>&1 && ret=1
+grep "syntax error" rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo_i "flush cache, re-enable serve-stale and query again ($n)"
+ret=0
+$RNDCCMD 10.53.0.1 flushtree example > rndc.out.test$n.1 2>&1 || ret=1
+$RNDCCMD 10.53.0.1 serve-stale on > rndc.out.test$n.2 2>&1 || ret=1
+$DIG -p ${PORT} @10.53.0.1 data.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo_i "failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+ret=0
+$DIG -p ${PORT} @10.53.0.2 txt enable
  > dig.out.test$n
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "TXT.\"1\"" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:prime cache data.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:prime cache nodata.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status
```

```
 + $ret`
+
+n=`expr $n + 1`
+echo "I:prime cache nxdomain.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:disable responses from authoritative server ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.2 txt disable  > dig.out.test$n
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "TXT.\"0\"" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+sleep 1
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.3 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: off (stale-answer-ttl=1 max-stale-ttl=604800)' rndc.out.test$n > /dev/null || ret=1
+if
 [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check fail of data.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 data.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check fail of nodata.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nodata.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
```

```
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check fail of nxdomain.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nxdomain.example TXT > dig.out.test$n
+grep "status: SERVFAIL" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER:
 0," dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale on' ($n)"
+ret=0
+$RNDCCMD 10.53.0.3 serve-stale on > rndc.out.test$n 2>&1 || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check 'rndc serve-stale status' ($n)"
+ret=0
+$RNDCCMD 10.53.0.3 serve-stale status > rndc.out.test$n 2>&1 || ret=1
+grep '_default: on (rndc) (stale-answer-ttl=1 max-stale-ttl=604800)' rndc.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check data.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 data.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 1," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo
 "I:failed"; fi
+status=`expr $status + $ret`
+
+n=`expr $n + 1`
+echo "I:check nodata.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nodata.example TXT > dig.out.test$n
+grep "status: NOERROR" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
```

```
+n=`expr $n + 1`
+echo "I:check nxdomain.example (max-stale-ttl default) ($n)"
+ret=0
+$DIG -p ${PORT} @10.53.0.3 nxdomain.example TXT > dig.out.test$n
+grep "status: NXDOMAIN" dig.out.test$n > /dev/null || ret=1
+grep "ANSWER: 0," dig.out.test$n > /dev/null || ret=1
+grep "example.*1.*IN" dig.out.test$n > /dev/null || ret=1
+if [ $ret != 0 ]; then echo "I:failed"; fi
+status=`expr $status + $ret`
+
+echo "I:exit status: $status"
+[ $status -eq 0 ] || exit 1
diff --git a/doc/arm/Bv9ARM-book.xml b/doc/arm/Bv9ARM-book.xml
index 99c8680..5fbabfe 100644
---
 a/doc/arm/Bv9ARM-book.xml
+++ b/doc/arm/Bv9ARM-book.xml
@@ -4336,6 +4336,9 @@ badresp:1,adberr:0,findfail:0,valfail:0]
   statement in the <filename>named.conf</filename> file:
 </para>
 <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="options.grammar.xml"/>
+  [ <command>max-stale-ttl</command> <replaceable>number</replaceable> ; ]
+  [ <command>stale-answer-enable</command> <replaceable>yes_or_no</replaceable> ; ]
+  [ <command>stale-answer-ttl</command> <replaceable>number</replaceable> ; ]
     </section>

     <section xml:id="options"><info><title><command>options</command> Statement Definition and
@@ -4429,6 +4432,7 @@ badresp:1,adberr:0,findfail:0,valfail:0]
   <command>dnssec-validation</command>,
   <command>max-cache-ttl</command>,
   <command>max-ncache-ttl</command>,
+    <command>max-stale-ttl</command>,
   <command>max-cache-size</command>, and
   <command>zero-no-soa-ttl</command>.
 </para>
@@ -5438,7 +5442,6 @@ options {
    </listitem>
   </varlistentry>

-
  <varlistentry>
    <term><command>max-zone-ttl</command></term>
    <listitem>
@@ -5474,6 +5477,21 @@ options {
    </listitem>
  </varlistentry>

+   <varlistentry>
```

```
+    <term><command>stale-answer-ttl</command></term>
+    <listitem>
+      <para>
+ Specifies the TTL to be returned on stale answers.
+ The default is 1 second. The minimal allowed is
+ also 1 second; a value of 0 will be updated silently
+ to 1 second.  For stale answers to be returned
+ <option>max-stale-ttl</option> must be set to a
+ non zero value and they must not have been disabled
+ by <command>rndc</command>.
+      </para>
+    </listitem>
+  </varlistentry>
+
  <varlistentry>
    <term><command>serial-update-method</command></term>
    <listitem>
@@ -6227,6 +6245,22 @@ options {
      </listitem>
    </varlistentry>

+    <varlistentry>
+      <term><command>serve-stale-enable</command></term>
+      <listitem>
+ <para>
+   Enable the
 returning of stale answers when the
+   nameservers for the zone are not answering.  This
+   is off by default but can be enabled/disabled via
+   <command>rndc server-stale on</command> and
+   <command>rndc server-stale off</command> which
+   override the named.conf setting.  <command>rndc
+   server-stale reset</command> will restore control
+   via named.conf.
+ </para>
+      </listitem>
+    </varlistentry>
+
    <varlistentry>
      <term><command>nocookie-udp-size</command></term>
      <listitem>
@@ -7449,13 +7483,19 @@ options {
      <term><command>resolver-query-timeout</command></term>
      <listitem>
  <para>
-   This is the amount of time in seconds that the
-   resolver spends attempting to resolve a recursive
-   query before failing.  The default and minimum
```

```
-    is <literal>10</literal> and the maximum is
-    <literal>30</literal>.  Setting it to
-    <literal>0</literal> results in the default
-    being used.
+    The amount of time in
 milliseconds that the resolver
+     will spend attempting to resolve a recursive
+     query before failing.  The default and minimum
+    is <literal>10000</literal> and the maximum is
+    <literal>30000</literal>.  Setting it to
+     <literal>0</literal> will result in the default
+     being used.
+   </para>
+  <para>
+    This value was originally specified in seconds.
+    Values less than or equal to 300 will be be treated
+    as seconds and converted to milliseconds before
+    applying the above limits.
  </para>
       </listitem>
     </varlistentry>
@@ -9016,6 +9056,27 @@ avoid-v6-udp-ports { 40000; range 50000 60000; };
       </listitem>
     </varlistentry>

+     <varlistentry>
+       <term><command>max-stale-ttl</command></term>
+       <listitem>
+  <para>
+    Sets the maximum time for which the server will
+    retain records past their normal expiry to
+    return them as stale records when the servers
+    for those records are not reachable.  The default
+
  is to not retain the record.
+  </para>
+  <para>
+    <command>rndc serve-stale</command> can be used
+    to disable and re-enable the serving of stale
+    records at runtime.  Reloading or reconfiguring
+    <command>named</command> will not re-enable serving
+    of stale records if they have been disabled via
+    <command>rndc</command>.
+  </para>
+       </listitem>
+     </varlistentry>
+
     <varlistentry>
```

```
      <term><command>min-roots</command></term>
      <listitem>
diff --git a/doc/arm/logging-categories.xml b/doc/arm/logging-categories.xml
index 56d05e8..098342b 100644
--- a/doc/arm/logging-categories.xml
+++ b/doc/arm/logging-categories.xml
@@ -311,6 +311,17 @@
   </para>
 </entry>
     </row>
+     <row rowsep="0">
+ <entry colname="1">
+   <para><command>serve-stale</command></para>
+ </entry>
+ <entry colname="2">
+   <para>
+     Whether or not a stale answer is used
+     following a resolver failure.
+   </para>
+ </entry>
+     </row>

   <row rowsep="0">
 <entry colname="1">
   <para><command>spill</command></para>
diff --git a/doc/arm/notes-rh-changes.xml b/doc/arm/notes-rh-changes.xml
index 89a4961..80b7dee 100644
--- a/doc/arm/notes-rh-changes.xml
+++ b/doc/arm/notes-rh-changes.xml
@@ -12,6 +12,9 @@
<section xml:id="relnotes_rh_changes"><info><title>Red Hat Specific Changes</title></info>
  <itemizedlist>
    <listitem>
+     <para>
+       This version includes some features not present in releases by ISC.
+     </para>
     <para>
       By default, BIND now uses the random number generation functions
       in the cryptographic library (i.e., OpenSSL or a PKCS#11
@@ -36,7 +39,16 @@
       case <filename>/dev/random</filename> will be the default
       entropy source.  [RT #31459] [RT #46047]
     </para>
-   </listitem>
+     <para>
+       When acting as a recursive resolver, <command>named</command>
+       can now continue returning answers whose TTLs have expired
+       when the
```

```
 authoritative server is under attack and unable to
+       respond. This is controlled by the
+       <command>stale-answer-enable</command>,
+       <command>stale-answer-ttl</command> and
+       <command>max-stale-ttl</command> options. [RT #44790]
+     </para>
+    </listitem>
  </itemizedlist>
</section>

diff --git a/doc/misc/options b/doc/misc/options
index e11beed..fde93c7 100644
--- a/doc/misc/options
+++ b/doc/misc/options
@@ -225,6 +225,7 @@ options {
        max-refresh-time <integer>;
        max-retry-time <integer>;
        max-rsa-exponent-size <integer>;
+       max-stale-ttl <ttlval>;
        max-transfer-idle-in <integer>;
        max-transfer-idle-out <integer>;
        max-transfer-time-in <integer>;
@@ -298,7 +299,9 @@ options {
        request-sit <boolean>; // obsolete
        require-server-cookie <boolean>;
        reserved-sockets <integer>;
+       resolver-nonbackoff-tries <integer>;
        resolver-query-timeout <integer>;
+       resolver-retry-interval
 <integer>;
        response-policy { zone <string> [ log <boolean> ] [ max-policy-ttl
          <integer> ] [ policy ( cname | disabled | drop | given | no-op
          | nodata | nxdomain | passthru | tcp-only <quoted_string> ) ] [
@@ -328,6 +331,8 @@ options {
        sit-secret <string>; // obsolete
        sortlist { <address_match_element>; ... };
        stacksize ( default | unlimited | <sizeval> );
+       stale-answer-enable <boolean>;
+       stale-answer-ttl <ttlval>;
        startup-notify-rate <integer>;
        statistics-file <quoted_string>;
        statistics-interval <integer>; // not yet implemented
@@ -539,6 +544,7 @@ view <string> [ <class> ] {
        max-recursion-queries <integer>;
        max-refresh-time <integer>;
        max-retry-time <integer>;
+       max-stale-ttl <ttlval>;
        max-transfer-idle-in <integer>;
```

```
        max-transfer-idle-out <integer>;
        max-transfer-time-in <integer>;
@@ -600,7 +606,9
 @@ view <string> [ <class> ] {
        request-nsid <boolean>;
        request-sit <boolean>; // obsolete
        require-server-cookie <boolean>;
+         resolver-nonbackoff-tries <integer>;
        resolver-query-timeout <integer>;
+         resolver-retry-interval <integer>;
        response-policy { zone <string> [ log <boolean> ] [ max-policy-ttl
            <integer> ] [ policy ( cname | disabled | drop | given | no-op
            | nodata | nxdomain | passthru | tcp-only <quoted_string> ) ] [
@@ -655,6 +663,8 @@ view <string> [ <class> ] {
        sig-signing-type <integer>;
        sig-validity-interval <integer> [ <integer> ];
        sortlist { <address_match_element>; ... };
+         stale-answer-enable <boolean>;
+         stale-answer-ttl <ttlval>;
        suppress-initial-notify <boolean>; // not yet implemented
        topology { <address_match_element>; ... }; // not implemented
        transfer-format ( many-answers | one-answer );
diff --git a/lib/bind9/check.c
 b/lib/bind9/check.c
index bf769fe..6c57fa4 100644
--- a/lib/bind9/check.c
+++ b/lib/bind9/check.c
@@ -99,7 +99,8 @@ check_orderent(const cfg_obj_t *ent, isc_log_t *logctx) {
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
        "rrset-order: invalid class '%s'",
        r.base);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_FAILURE;
  }
 }

@@ -112,7 +113,8 @@ check_orderent(const cfg_obj_t *ent, isc_log_t *logctx) {
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "rrset-order: invalid type '%s'",
       r.base);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_FAILURE;
  }
 }

@@ -126,7 +128,8 @@ check_orderent(const cfg_obj_t *ent, isc_log_t *logctx) {
```

```
 if (tresult != ISC_R_SUCCESS) {
  cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
      "rrset-order: invalid name '%s'", str);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_FAILURE;
  }
 }

@@ -135,14 +138,16 @@
 check_orderent(const cfg_obj_t *ent, isc_log_t *logctx) {
    strcasecmp("order", cfg_obj_asstring(obj)) != 0) {
  cfg_obj_log(ent, logctx, ISC_LOG_ERROR,
      "rrset-order: keyword 'order' missing");
-  result = ISC_R_FAILURE;
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_FAILURE;
 }

 obj = cfg_tuple_get(ent, "ordering");
 if (!cfg_obj_isstring(obj)) {
    cfg_obj_log(ent, logctx, ISC_LOG_ERROR,
   "rrset-order: missing ordering");
-  result = ISC_R_FAILURE;
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_FAILURE;
 } else if (strcasecmp(cfg_obj_asstring(obj), "fixed") == 0) {
#if !DNS_RDATASET_FIXED
  cfg_obj_log(obj, logctx, ISC_LOG_WARNING,
@@ -154,7 +159,8 @@ check_orderent(const cfg_obj_t *ent, isc_log_t *logctx) {
  cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
      "rrset-order: invalid order '%s'",
      cfg_obj_asstring(obj));
-  result = ISC_R_FAILURE;
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_FAILURE;
 }
 return (result);
}
@@ -174,7 +180,7
 @@ check_order(const cfg_obj_t *options, isc_log_t *logctx) {
     element = cfg_list_next(element))
 {
  tresult = check_orderent(cfg_listelt_value(element), logctx);
-  if (tresult != ISC_R_SUCCESS)
+  if (result == ISC_R_SUCCESS && tresult != ISC_R_SUCCESS)
   result = tresult;
 }
```

```
 return (result);
@@ -204,7 +210,8 @@ check_dual_stack(const cfg_obj_t *options, isc_log_t *logctx) {
  if (val > UINT16_MAX) {
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "port '%u' out of range", val);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
  }
 }
 obj = cfg_tuple_get(alternates, "addresses");
@@ -224,7 +231,8 @@ check_dual_stack(const cfg_obj_t *options, isc_log_t *logctx) {
  if (tresult != ISC_R_SUCCESS) {
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "bad name '%s'", str);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = tresult;
  }
  obj = cfg_tuple_get(value, "port");
  if (cfg_obj_isuint32(obj))
 {
@@ -232,7 +240,8 @@ check_dual_stack(const cfg_obj_t *options, isc_log_t *logctx) {
   if (val > UINT16_MAX) {
    cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "port '%u' out of range", val);
-    result = ISC_R_FAILURE;
+    if (result == ISC_R_SUCCESS)
+     result = ISC_R_RANGE;
   }
  }
 }
@@ -1271,7 +1280,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "auto-dnssec may only be activated at the "
       "zone level");
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_FAILURE;
  }
 }

@@ -1291,7 +1301,7 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
  {
   obj = cfg_listelt_value(element);
   tresult = mustbesecure(obj, symtab, logctx, mctx);
-   if (tresult != ISC_R_SUCCESS)
+   if (result == ISC_R_SUCCESS && tresult != ISC_R_SUCCESS)
```

```
    result = tresult;
  }
  if (symtab != NULL)
@@ -1310,7 +1320,8 @@ check_options(const
 cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
    cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
         "%s: invalid name '%s'",
         server_contact[i], str);
-    result = ISC_R_FAILURE;
+    if (result == ISC_R_SUCCESS)
+     result = ISC_R_FAILURE;
   }
  }
 }
@@ -1330,7 +1341,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "disable-empty-zone: invalid name '%s'",
       str);
-   result = ISC_R_FAILURE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_FAILURE;
  }
 }

@@ -1344,11 +1356,12 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
     strlen(cfg_obj_asstring(obj)) > 1024U) {
  cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
      "'server-id' too big (>1024 bytes)");
-  result = ISC_R_FAILURE;
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_FAILURE;
 }

 tresult = check_dscp(options, logctx);
- if (tresult != ISC_R_SUCCESS)
+ if
 (result == ISC_R_SUCCESS && tresult != ISC_R_SUCCESS)
  result = tresult;

 obj = NULL;
@@ -1358,11 +1371,13 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
  if (lifetime > 604800) { /* 7 days */
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "'nta-lifetime' cannot exceed one week");
-   result = ISC_R_RANGE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
  } else if (lifetime == 0) {
```

```
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
        "'nta-lifetime' may not be zero");
-   result = ISC_R_RANGE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
   }
  }

@@ -1373,7 +1388,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
  if (recheck > 604800) {  /* 7 days */
   cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
        "'nta-recheck' cannot exceed one week");
-   result = ISC_R_RANGE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
   }

  if (recheck > lifetime)
@@ -1391,7
 +1407,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
 if (strcasecmp(ccalg, "aes") == 0) {
  cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
       "cookie-algorithm: '%s' not supported", ccalg);
-  result = ISC_R_NOTIMPLEMENTED;
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_NOTIMPLEMENTED;
 }
#endif

@@ -1480,7 +1497,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
    cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
        "%s out of range (%u < %u)",
        fstrm[i].name, value, fstrm[i].min);
-   result = ISC_R_RANGE;
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
   }

  if (strcmp(fstrm[i].name, "fstrm-set-input-queue-size") == 0) {
@@ -1494,7 +1512,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
        "%s '%u' not a power-of-2",
        fstrm[i].name,
        cfg_obj_asuint32(obj));
-    result = ISC_R_RANGE;
+    if (result == ISC_R_SUCCESS)
+     result
 = ISC_R_RANGE;
   }
```

```
  }
 }
@@ -1512,7 +1531,8 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
        "%" PRId64 "' "
        "is too small",
        mapsize);
-   return (ISC_R_RANGE);
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
  } else if (mapsize > (1ULL << 40)) { /* 1 terabyte */
   cfg_obj_log(obj, logctx,
        ISC_LOG_ERROR,
@@ -1520,10 +1540,20 @@ check_options(const cfg_obj_t *options, isc_log_t *logctx, isc_mem_t *mctx,
        "%" PRId64 "' "
        "is too large",
        mapsize);
-   return (ISC_R_RANGE);
+   if (result == ISC_R_SUCCESS)
+    result = ISC_R_RANGE;
  }
 }

+ obj = NULL;
+ (void)cfg_map_get(options, "resolver-nonbackoff-tries", &obj);
+ if (obj != NULL && cfg_obj_asuint32(obj) == 0U) {
+  cfg_obj_log(obj, logctx, ISC_LOG_ERROR,
+       "'resolver-nonbackoff-tries' must be >= 1");
+  if (result == ISC_R_SUCCESS)
+   result = ISC_R_RANGE;
+ }
+
 return (result);
}

diff --git a/lib/dns/cache.c
 b/lib/dns/cache.c
index 2965a4f..617737a 100644
--- a/lib/dns/cache.c
+++ b/lib/dns/cache.c
@@ -138,6 +138,7 @@ struct dns_cache {
 int   db_argc;
 char   **db_argv;
 size_t   size;
+ dns_ttl_t  serve_stale_ttl;
 isc_stats_t  *stats;

 /* Locked by 'filelock'. */
@@ -167,9 +168,13 @@ overmem_cleaning_action(isc_task_t *task, isc_event_t *event);
```

```
static inline isc_result_t
cache_create_db(dns_cache_t *cache, dns_db_t **db) {
- return (dns_db_create(cache->mctx, cache->db_type, dns_rootname,
-         dns_dbtype_cache, cache->rdclass,
-         cache->db_argc, cache->db_argv, db));
+ isc_result_t result;
+ result = dns_db_create(cache->mctx, cache->db_type, dns_rootname,
+          dns_dbtype_cache, cache->rdclass,
+          cache->db_argc, cache->db_argv, db);
+ if (result == ISC_R_SUCCESS)
+  dns_db_setservestalettl(*db, cache->serve_stale_ttl);
+ return (result);
}

isc_result_t
@@ -238,6 +243,7 @@ dns_cache_create3(isc_mem_t *cmctx, isc_mem_t *hmctx, isc_taskmgr_t
 *taskmgr,
 cache->references = 1;
 cache->live_tasks = 0;
 cache->rdclass = rdclass;
+ cache->serve_stale_ttl = 0;

 cache->stats = NULL;
 result = isc_stats_create(cmctx, &cache->stats,
@@ -1092,6 +1098,32 @@ dns_cache_getcachesize(dns_cache_t *cache) {
 return (size);
}

+void
+dns_cache_setservestalettl(dns_cache_t *cache, dns_ttl_t ttl) {
+ REQUIRE(VALID_CACHE(cache));
+
+ LOCK(&cache->lock);
+ cache->serve_stale_ttl = ttl;
+ UNLOCK(&cache->lock);
+
+ (void)dns_db_setservestalettl(cache->db, ttl);
+}
+
+dns_ttl_t
+dns_cache_getservestalettl(dns_cache_t *cache) {
+ dns_ttl_t ttl;
+ isc_result_t result;
+
+ REQUIRE(VALID_CACHE(cache));
+
+ /*
```

```
+  * Could get it straight from the dns_cache_t, but use db
+  * to confirm the value that the db is really using.
+  */
+ result = dns_db_getservestalettl(cache->db, &ttl);
+ return result == ISC_R_SUCCESS ? ttl : 0;
+}
+
/*
 * The cleaner task is shutting down; do the necessary cleanup.
 */
diff --git a/lib/dns/db.c b/lib/dns/db.c
index
 a28a566..c581646 100644
--- a/lib/dns/db.c
+++ b/lib/dns/db.c
@@ -1130,3 +1130,25 @@ dns_db_nodefullname(dns_db_t *db, dns_dbnode_t *node, dns_name_t *name) {
  return (ISC_R_NOTIMPLEMENTED);
 return ((db->methods->nodefullname)(db, node, name));
}
+
+isc_result_t
+dns_db_setservestalettl(dns_db_t *db, dns_ttl_t ttl)
+{
+ REQUIRE(DNS_DB_VALID(db));
+ REQUIRE((db->attributes & DNS_DBATTR_CACHE) != 0);
+
+ if (db->methods->setservestalettl != NULL)
+  return ((db->methods->setservestalettl)(db, ttl));
+ return (ISC_R_NOTIMPLEMENTED);
+}
+
+isc_result_t
+dns_db_getservestalettl(dns_db_t *db, dns_ttl_t *ttl)
+{
+ REQUIRE(DNS_DB_VALID(db));
+ REQUIRE((db->attributes & DNS_DBATTR_CACHE) != 0);
+
+ if (db->methods->getservestalettl != NULL)
+  return ((db->methods->getservestalettl)(db, ttl));
+ return (ISC_R_NOTIMPLEMENTED);
+}
diff --git a/lib/dns/ecdb.c b/lib/dns/ecdb.c
index fc94ccf..76d0417 100644
--- a/lib/dns/ecdb.c
+++ b/lib/dns/ecdb.c
@@ -588,7 +588,9 @@ static dns_dbmethods_t
 ecdb_methods = {
 NULL,   /* setcachestats */
```

```
 NULL,   /* hashsize */
 NULL,   /* nodefullname */
- NULL   /* getsize */
+ NULL,   /* getsize */
+ NULL,   /* setservestalettl */
+ NULL   /* getservestalettl */
};

static isc_result_t
diff --git a/lib/dns/include/dns/cache.h b/lib/dns/include/dns/cache.h
index ab4b0b5..e158014 100644
--- a/lib/dns/include/dns/cache.h
+++ b/lib/dns/include/dns/cache.h
@@ -260,6 +260,27 @@ dns_cache_getcachesize(dns_cache_t *cache);
 * Get the maximum cache size.
 */

+void
+dns_cache_setservestalettl(dns_cache_t *cache, dns_ttl_t ttl);
+/*%<
+ * Sets the maximum length of time that cached answers may be retained
+ * past their normal TTL.  Default value for the library is 0, disabling
+ * the use of stale data.
+ *
+ * Requires:
+ *\li 'cache' to be valid.
+ */
+
+dns_ttl_t
+dns_cache_getservestalettl(dns_cache_t *cache);
+/*%<
+ * Gets the maximum length of time that cached answers may be kept past
+ * normal expiry.
+ *
+ * Requires:
+ *\li 'cache'
 to be valid.
+ */
+
isc_result_t
dns_cache_flush(dns_cache_t *cache);
/*%<
diff --git a/lib/dns/include/dns/db.h b/lib/dns/include/dns/db.h
index 96f3a8f..452770f 100644
--- a/lib/dns/include/dns/db.h
+++ b/lib/dns/include/dns/db.h
@@ -195,6 +195,8 @@ typedef struct dns_dbmethods {
    dns_name_t *name);
```

```
 isc_result_t (*getsize)(dns_db_t *db, dns_dbversion_t *version,
       uint64_t *records, uint64_t *bytes);
+ isc_result_t (*setservestalettl)(dns_db_t *db, dns_ttl_t ttl);
+ isc_result_t (*getservestalettl)(dns_db_t *db, dns_ttl_t *ttl);
} dns_dbmethods_t;

typedef isc_result_t
@@ -253,6 +255,7 @@ struct dns_dbonupdatelistener {
#define DNS_DBFIND_FORCENSEC3  0x0080
#define DNS_DBFIND_ADDITIONALOK  0x0100
#define DNS_DBFIND_NOZONECUT  0x0200
+#define DNS_DBFIND_STALEOK  0x0400
/*@}*/

/*@{*/
@@ -1683,6 +1686,38 @@ dns_db_nodefullname(dns_db_t *db, dns_dbnode_t *node, dns_name_t *name);
 * \li 'db' is a valid database
 * \li 'node' and 'name' are not NULL
 */
+
+isc_result_t
+dns_db_setservestalettl(dns_db_t *db, dns_ttl_t ttl);
+/*%<
+ * Sets the maximum length of time that cached answers may be retained
+ * past their normal TTL. Default value for the library is 0, disabling
+ * the use of stale data.
+ *
+ * Requires:
+ * \li 'db' is a valid cache database.
+ * \li 'ttl' is the number of seconds to retain data past its normal expiry.
+ *
+ * Returns:
+ * \li #ISC_R_SUCCESS
+ * \li #ISC_R_NOTIMPLEMENTED - Not supported by this DB implementation.
+ */
+
+isc_result_t
+dns_db_getservestalettl(dns_db_t *db, dns_ttl_t *ttl);
+/*%<
+ * Gets maximum length of time that cached answers may be kept past
+ * normal TTL expiration.
+ *
+ * Requires:
+ * \li 'db' is a valid cache database.
+ * \li 'ttl' is the number of seconds to retain data past its normal expiry.
+ *
+ * Returns:
+ * \li #ISC_R_SUCCESS
```

```
+ * \li #ISC_R_NOTIMPLEMENTED - Not supported by this DB implementation.
+ */
+
ISC_LANG_ENDDECLS

#endif /* DNS_DB_H */
diff --git a/lib/dns/include/dns/rdataset.h
 b/lib/dns/include/dns/rdataset.h
index ed9119a..710e97c 100644
--- a/lib/dns/include/dns/rdataset.h
+++ b/lib/dns/include/dns/rdataset.h
@@ -128,6 +128,7 @@ struct dns_rdataset {
 unsigned int   magic;  /* XXX ? */
 dns_rdatasetmethods_t *  methods;
 ISC_LINK(dns_rdataset_t) link;
+
 /*
  * XXX do we need these, or should they be retrieved by methods?
  * Leaning towards the latter, since they are not frequently required
@@ -136,12 +137,19 @@ struct dns_rdataset {
 dns_rdataclass_t  rdclass;
 dns_rdatatype_t   type;
 dns_ttl_t   ttl;
+ /*
+  * Stale ttl is used to see how long this RRset can still be used
+  * to serve to clients, after the TTL has expired.
+  */
+ dns_ttl_t   stale_ttl;
 dns_trust_t   trust;
 dns_rdatatype_t   covers;
+
 /*
  * attributes
  */
 unsigned int   attributes;
+
 /*%
  * the counter provides the starting point in the "cyclic" order.
  * The value UINT32_MAX has a special meaning of "picking up a
@@ -149,11 +157,13 @@ struct dns_rdataset {
 @@ struct dns_rdataset {
  * increment the counter.
  */
 uint32_t   count;
+
 /*
  * This RRSIG RRset should be re-generated around this time.
  * Only valid if DNS_RDATASETATTR_RESIGN is set in attributes.
```

```
 */
 isc_stdtime_t   resign;
+
 /*@{*/
 /*%
  * These are for use by the rdataset implementation, and MUST NOT
@@ -206,6 +216,7 @@ struct dns_rdataset {
#define DNS_RDATASETATTR_OPTOUT  0x00100000 /*%< OPTOUT proof */
#define DNS_RDATASETATTR_NEGATIVE 0x00200000
#define DNS_RDATASETATTR_PREFETCH 0x00400000
+#define DNS_RDATASETATTR_STALE  0x01000000

/*%
 * _OMITDNSSEC:
diff --git a/lib/dns/include/dns/resolver.h b/lib/dns/include/dns/resolver.h
index 7b3c047..bd7d225 100644
--- a/lib/dns/include/dns/resolver.h
+++ b/lib/dns/include/dns/resolver.h
@@ -547,9 +547,12 @@ dns_resolver_getmustbesecure(dns_resolver_t *resolver, dns_name_t *name);


void
-dns_resolver_settimeout(dns_resolver_t *resolver, unsigned int seconds);
+dns_resolver_settimeout(dns_resolver_t *resolver,
 unsigned int timeout);
/*%<
- * Set the length of time the resolver will work on a query, in seconds.
+ * Set the length of time the resolver will work on a query, in milliseconds.
+ *
+ * 'timeout' was originally defined in seconds, and later redefined to be in
+ * milliseconds.  Values less than or equal to 300 are treated as seconds.
 *
 * If timeout is 0, the default timeout will be applied.
 *
@@ -560,7 +563,8 @@ dns_resolver_settimeout(dns_resolver_t *resolver, unsigned int seconds);
unsigned int
dns_resolver_gettimeout(dns_resolver_t *resolver);
/*%<
- * Get the current length of time the resolver will work on a query, in seconds.
+ * Get the current length of time the resolver will work on a query,
+ * in milliseconds.
 *
 * Requires:
 * \li  resolver to be valid.
@@ -582,6 +586,39 @@ dns_resolver_getzeronosoattl(dns_resolver_t *resolver);
void
dns_resolver_setzeronosoattl(dns_resolver_t *resolver, bool state);
```

```
+unsigned int
+dns_resolver_getretryinterval(dns_resolver_t
 *resolver);
+
+void
+dns_resolver_setretryinterval(dns_resolver_t *resolver, unsigned int interval);
+/*%<
+ * Sets the amount of time, in millseconds, that is waited for a reply
+ * to a server before another server is tried.  Interacts with the
+ * value of dns_resolver_getnonbackofftries() by trying that number of times
+ * at this interval, before doing exponential backoff and doubling the interval
+ * on each subsequent try, to a maximum of 10 seconds.  Defaults to 800 ms;
+ * silently capped at 2000 ms.
+ *
+ * Requires:
+ * \li resolver to be valid.
+ * \li  interval > 0.
+ */
+
+unsigned int
+dns_resolver_getnonbackofftries(dns_resolver_t *resolver);
+
+void
+dns_resolver_setnonbackofftries(dns_resolver_t *resolver, unsigned int tries);
+/*%<
+ * Sets the number of failures of getting a reply from remote servers for
+ * a query before backing off by doubling the retry interval for each
+ * subsequent request sent.  Defaults to 3.
+ *
+ * Requires:
+ * \li resolver
 to be valid.
+ * \li  tries > 0.
+ */
+
unsigned int
dns_resolver_getoptions(dns_resolver_t *resolver);

diff --git a/lib/dns/include/dns/types.h b/lib/dns/include/dns/types.h
index 2468e3c..934a641 100644
--- a/lib/dns/include/dns/types.h
+++ b/lib/dns/include/dns/types.h
@@ -390,6 +390,12 @@ typedef struct {
 size_t      count;
} dns_indent_t;

+typedef enum {
+ dns_stale_answer_no,
```

```
+ dns_stale_answer_yes,
+ dns_stale_answer_conf
+} dns_stale_answer_t;
+
/*
 * Functions.
 */
diff --git a/lib/dns/include/dns/view.h b/lib/dns/include/dns/view.h
index 53f1db1..96148c7 100644
--- a/lib/dns/include/dns/view.h
+++ b/lib/dns/include/dns/view.h
@@ -229,6 +229,9 @@ struct dns_view {
 dns_dtenv_t   *dtenv;  /* Dnstap environment */
 dns_dtmsgtype_t   dttypes; /* Dnstap message types
         to log */
+ dns_ttl_t   staleanswerttl;
+ dns_stale_answer_t  staleanswersok;  /* rndc setting */
+ bool    staleanswersenable; /* named.conf setting */
};

#define DNS_VIEW_MAGIC   ISC_MAGIC('V','i','e','w')
diff
 --git a/lib/dns/master.c b/lib/dns/master.c
index 7d26b81..36999b5 100644
--- a/lib/dns/master.c
+++ b/lib/dns/master.c
@@ -1948,12 +1948,18 @@ load_text(dns_loadctx_t *lctx) {

  if ((lctx->options & DNS_MASTER_AGETTL) != 0) {
   /*
-    * Adjust the TTL for $DATE.  If the RR has already
-    * expired, ignore it.
+    * Adjust the TTL for $DATE. If the RR has
+    * already expired, set its TTL to 0. This
+    * should be okay even if the TTL stretching
+    * feature is not in effect, because it will
+    * just be quickly expired by the cache, and the
+    * way this was written before the patch it
+    * could potentially add 0 TTLs anyway.
    */
   if (lctx->ttl < ttl_offset)
-    continue;
-   lctx->ttl -= ttl_offset;
+    lctx->ttl = 0;
+   else
+    lctx->ttl -= ttl_offset;
  }
```

```
  /*
diff --git a/lib/dns/masterdump.c b/lib/dns/masterdump.c
index fa839a0..91b3cab 100644
--- a/lib/dns/masterdump.c
+++ b/lib/dns/masterdump.c
@@ -81,6 +81,9 @@
 struct dns_master_style {
 */
#define DNS_TOTEXT_LINEBREAK_MAXLEN 100

+/*% Does the rdataset 'r' contain a stale answer? */
+#define STALE(r) (((r)->attributes & DNS_RDATASETATTR_STALE) != 0)
+
/*%
 * Context structure for a masterfile dump in progress.
 */
@@ -94,6 +97,7 @@ typedef struct dns_totext_ctx {
 dns_fixedname_t  origin_fixname;
 uint32_t   current_ttl;
 bool    current_ttl_valid;
+ dns_ttl_t  serve_stale_ttl;
} dns_totext_ctx_t;

LIBDNS_EXTERNAL_DATA const dns_master_style_t
@@ -382,6 +386,7 @@ totext_ctx_init(const dns_master_style_t *style, dns_totext_ctx_t *ctx) {
 ctx->neworigin = NULL;
 ctx->current_ttl = 0;
 ctx->current_ttl_valid = false;
+ ctx->serve_stale_ttl = 0;

 return (ISC_R_SUCCESS);
}
@@ -1028,6 +1033,11 @@ dump_rdatasets_text(isc_mem_t *mctx, dns_name_t *name,
     (ctx->style.flags & DNS_STYLEFLAG_NCACHE) == 0) {
  /* Omit negative cache entries */
 } else {
+   if (STALE(rds)) {
+    fprintf(f, "; stale (for %u more seconds)\n",
+     (rds->stale_ttl
 -
+      ctx->serve_stale_ttl));
+   }
   isc_result_t result =
    dump_rdataset(mctx, name, rds, ctx,
          buffer, f);
@@ -1496,6 +1506,16 @@ dumpctx_create(isc_mem_t *mctx, dns_db_t *db, dns_dbversion_t *version,
 dns_db_attach(db, &dctx->db);
```

```
 dctx->do_date = dns_db_iscache(dctx->db);
+ if (dctx->do_date) {
+  /*
+   * Adjust the date backwards by the serve-stale TTL, if any.
+   * This is so the TTL will be loaded correctly when next
+   * started.
+   */
+  (void)dns_db_getservestalettl(dctx->db,
+          &dctx->tctx.serve_stale_ttl);
+  dctx->now -= dctx->tctx.serve_stale_ttl;
+ }

 if (dctx->format == dns_masterformat_text &&
     (dctx->tctx.style.flags & DNS_STYLEFLAG_REL_OWNER) != 0) {
@@ -1555,6 +1575,9 @@ writeheader(dns_dumpctx_t *dctx) {
   * it in the zone case.
   */
  if (dctx->do_date) {
+   fprintf(dctx->f,
+    "; using a %d second stale ttl\n",
+    dctx->tctx.serve_stale_ttl);
   result = dns_time32_totext(dctx->now,
 &buffer);
   RUNTIME_CHECK(result == ISC_R_SUCCESS);
   isc_buffer_usedregion(&buffer, &r);
diff --git a/lib/dns/rbtdb.c b/lib/dns/rbtdb.c
index 3a60bcf..8ea4d47 100644
--- a/lib/dns/rbtdb.c
+++ b/lib/dns/rbtdb.c
@@ -511,6 +511,7 @@ typedef ISC_LIST(rdatasetheader_t)      rdatasetheaderlist_t;
typedef ISC_LIST(dns_rbtnode_t)         rbtnodelist_t;

#define RDATASET_ATTR_NONEXISTENT       0x0001
+/*%< May be potentially served as stale data. */
#define RDATASET_ATTR_STALE             0x0002
#define RDATASET_ATTR_IGNORE            0x0004
#define RDATASET_ATTR_RETAIN            0x0008
@@ -523,6 +524,8 @@ typedef ISC_LIST(dns_rbtnode_t)         rbtnodelist_t;
#define RDATASET_ATTR_CASESET           0x0400
#define RDATASET_ATTR_ZEROTTL           0x0800
#define RDATASET_ATTR_CASEFULLYLOWER    0x1000
+/*%< Ancient - awaiting cleanup. */
+#define RDATASET_ATTR_ANCIENT           0x2000

typedef struct acache_cbarg {
 dns_rdatasetadditional_t       type;
@@ -573,6 +576,8 @@ struct
```

```
 acachectl {
 (((header)->attributes & RDATASET_ATTR_ZEROTTL) != 0)
#define CASEFULLYLOWER(header) \
 (((header)->attributes & RDATASET_ATTR_CASEFULLYLOWER) != 0)
+#define ANCIENT(header) \
+ (((header)->attributes & RDATASET_ATTR_ANCIENT) != 0)


#define ACTIVE(header, now) \
@@ -632,6 +637,12 @@ typedef enum {
 expire_flush
} expire_t;

+typedef enum {
+ rdataset_ttl_fresh,
+ rdataset_ttl_stale,
+ rdataset_ttl_ancient
+} rdataset_ttl_t;
+
typedef struct rbtdb_version {
 /* Not locked */
 rbtdb_serial_t                 serial;
@@ -699,6 +710,12 @@ struct dns_rbtdb {
 dns_dbnode_t                   *soanode;
 dns_dbnode_t                   *nsnode;

+ /*
+  * Maximum length of time to keep using a stale answer past its
+  * normal TTL expiry.
+ */
+ dns_ttl_t   serve_stale_ttl;
+
 /*
  * This is a linked list used to implement the LRU cache.  There will
  * be node_lock_count linked lists here.  Nodes in bucket 1 will be
@@ -742,6 +759,8 @@ struct dns_rbtdb {
#define
 RBTDB_ATTR_LOADED              0x01
#define RBTDB_ATTR_LOADING             0x02

+#define KEEPSTALE(rbtdb) ((rbtdb)->serve_stale_ttl > 0)
+
/*%
 * Search Context
 */
@@ -1816,15 +1835,15 @@ rollback_node(dns_rbtnode_t *node, rbtdb_serial_t serial) {
}
```

```
static inline void
-mark_stale_header(dns_rbtdb_t *rbtdb, rdatasetheader_t *header) {
+mark_header_ancient(dns_rbtdb_t *rbtdb, rdatasetheader_t *header) {

 /*
-  * If we are already stale there is nothing to do.
+  * If we are already ancient there is nothing to do.
   */
- if ((header->attributes & RDATASET_ATTR_STALE) != 0)
+ if (ANCIENT(header))
  return;

- header->attributes |= RDATASET_ATTR_STALE;
+ header->attributes |= RDATASET_ATTR_ANCIENT;
 header->node->dirty = 1;

 /*
@@ -1865,8 +1884,8 @@ clean_cache_node(dns_rbtdb_t *rbtdb, dns_rbtnode_t *node) {
  /*
   * If current is nonexistent or stale, we can clean it up.
   */
-  if ((current->attributes &
-       (RDATASET_ATTR_NONEXISTENT|RDATASET_ATTR_STALE))
 != 0) {
+  if (NONEXISTENT(current) || ANCIENT(current) ||
+      (STALE(current) && ! KEEPSTALE(rbtdb))) {
   if (top_prev != NULL)
    top_prev->next = current->next;
   else
@@ -2111,6 +2130,80 @@ delete_node(dns_rbtdb_t *rbtdb, dns_rbtnode_t *node) {
 }
}

+#if 0
+static void
+clean_now_or_later(dns_rbtnode_t *node, dns_rbtdb_t *rbtdb,
+     rdatasetheader_t *header, rdatasetheader_t **header_prevp)
+{
+ if (dns_rbtnode_refcurrent(node) == 0) {
+  isc_mem_t *mctx;
+
+  /*
+   * header->down can be non-NULL if the refcount has just
+   * decremented to 0 but decrement_reference() has not performed
+   * clean_cache_node(), in which case we need to purge the stale
+   * headers first.
+   */
+  mctx = rbtdb->common.mctx;
```

```
+  clean_stale_headers(rbtdb, mctx, header);
+  if (*header_prevp != NULL)
+   (*header_prevp)->next = header->next;
+  else
+   node->data = header->next;
+  free_rdataset(rbtdb, mctx, header);
+ } else {
+  header->attributes |= RDATASET_ATTR_STALE |
+
                        RDATASET_ATTR_ANCIENT;
+  node->dirty = 1;
+  *header_prevp = header;
+ }
+}
+
+static rdataset_ttl_t
+check_ttl(dns_rbtnode_t *node, rbtdb_search_t *search,
+   rdatasetheader_t *header, rdatasetheader_t **header_prevp,
+   nodelock_t *lock, isc_rwlocktype_t *locktype)
+{
+ dns_rbtdb_t *rbtdb = search->rbtdb;
+
+ if (header->rdh_ttl > search->now)
+  return rdataset_ttl_fresh;
+
+ /*
+  * This rdataset is stale, but perhaps still usable.
+  */
+ if (KEEPSTALE(rbtdb) &&
+     header->rdh_ttl + rbtdb->serve_stale_ttl > search->now) {
+  header->attributes |= RDATASET_ATTR_STALE;
+  /* Doesn't set dirty because it doesn't need removal. */
+  return rdataset_ttl_stale;
+ }
+
+ /*
+  * This rdataset is so stale it is no longer usable, even with
+  * KEEPSTALE.  If no one else is using the node, we can clean it up
+  * right now, otherwise we mark it as ancient, and the node as dirty,
+  * so it will get cleaned up later.
+  */
+ if ((header->rdh_ttl <= search->now - RBTDB_VIRTUAL)
 &&
+     (*locktype == isc_rwlocktype_write ||
+      NODE_TRYUPGRADE(lock) == ISC_R_SUCCESS)) {
+  /*
+   * We update the node's status only when we can get write
+   * access; otherwise, we leave others to this work.  Periodical
```

```
+   * cleaning will eventually take the job as the last resort.
+   * We won't downgrade the lock, since other rdatasets are
+   * probably stale, too.
+   */
+  *locktype = isc_rwlocktype_write;
+  clean_now_or_later(node, rbtdb, header, header_prevp);
+ } else
+  *header_prevp = header;
+
+ return rdataset_ttl_ancient;
+}
+#endif
+
/*
 * Caller must be holding the node lock.
 */
@@ -3343,6 +3436,12 @@ bind_rdataset(dns_rbtdb_t *rbtdb, dns_rbtnode_t *node, rdatasetheader_t *header,
  rdataset->attributes |= DNS_RDATASETATTR_OPTOUT;
 if (PREFETCH(header))
  rdataset->attributes |= DNS_RDATASETATTR_PREFETCH;
+ if (STALE(header)) {
+  rdataset->attributes |= DNS_RDATASETATTR_STALE;
+  rdataset->stale_ttl =
+    (rbtdb->serve_stale_ttl + header->rdh_ttl)
  - now;
+  rdataset->ttl = 0;
+ }
 rdataset->private1 = rbtdb;
 rdataset->private2 = node;
 raw = (unsigned char *)header + sizeof(*header);
@@ -4698,6 +4797,19 @@ check_stale_header(dns_rbtnode_t *node, rdatasetheader_t *header,
#endif

 if (!ACTIVE(header, search->now)) {
+  dns_ttl_t stale = header->rdh_ttl +
+      search->rbtdb->serve_stale_ttl;
+  /*
+   * If this data is in the stale window keep it and if
+   * DNS_DBFIND_STALEOK is not set we tell the caller to
+   * skip this record.
+   */
+  if (KEEPSTALE(search->rbtdb) && stale > search->now) {
+   header->attributes |= RDATASET_ATTR_STALE;
+   *header_prev = header;
+   return ((search->options & DNS_DBFIND_STALEOK) == 0);
+  }
+
  /*
```

```
   * This rdataset is stale.  If no one else is using the
   * node, we can clean it up right now, otherwise we mark
@@ -4737,7 +4849,7 @@ check_stale_header(dns_rbtnode_t *node, rdatasetheader_t *header,
     node->data = header->next;
    free_rdataset(search->rbtdb, mctx,
 header);
   } else {
-    mark_stale_header(search->rbtdb, header);
+    mark_header_ancient(search->rbtdb, header);
    *header_prev = header;
   }
  } else
@@ -5178,7 +5290,7 @@ cache_find(dns_db_t *db, dns_name_t *name, dns_dbversion_t *version,
          &locktype, lock, &search,
          &header_prev)) {
   /* Do nothing. */
- } else if (EXISTS(header) && (!STALE(header))) {
+ } else if (EXISTS(header) && !ANCIENT(header)) {
   /*
    * We now know that there is at least one active
    * non-stale rdataset at this node.
@@ -5661,7 +5773,7 @@ expirenode(dns_db_t *db, dns_dbnode_t *node, isc_stdtime_t now) {
    * refcurrent(rbtnode) must be non-zero.  This is so
    * because 'node' is an argument to the function.
    */
-   mark_stale_header(rbtdb, header);
+   mark_header_ancient(rbtdb, header);
   if (log)
    isc_log_write(dns_lctx, category, module,
          level, "overmem cache: stale %s",
@@ -5669,7 +5781,7 @@ expirenode(dns_db_t *db, dns_dbnode_t
 *node, isc_stdtime_t now) {
  } else if (force_expire) {
   if (! RETAIN(header)) {
    set_ttl(rbtdb, header, 0);
-    mark_stale_header(rbtdb, header);
+    mark_header_ancient(rbtdb, header);
   } else if (log) {
    isc_log_write(dns_lctx, category, module,
          level, "overmem cache: "
@@ -5928,9 +6040,9 @@ cache_findrdataset(dns_db_t *db, dns_dbnode_t *node, dns_dbversion_t *version,
     * non-zero.  This is so because 'node' is an
     * argument to the function.
     */
-    mark_stale_header(rbtdb, header);
+    mark_header_ancient(rbtdb, header);
   }
- } else if (EXISTS(header) && (!STALE(header))) {
```

```
+  } else if (EXISTS(header) && !ANCIENT(header)) {
   if (header->type == matchtype)
    found = header;
   else if (header->type == RBTDB_RDATATYPE_NCACHEANY ||
@@ -6232,7 +6344,7 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,
         topheader = topheader->next)
    {
     set_ttl(rbtdb, topheader, 0);
-    mark_stale_header(rbtdb,
 topheader);
+    mark_header_ancient(rbtdb, topheader);
    }
    goto find_header;
   }
@@ -6293,7 +6405,7 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,
     * ncache entry.
     */
    set_ttl(rbtdb, topheader, 0);
-   mark_stale_header(rbtdb, topheader);
+   mark_header_ancient(rbtdb, topheader);
    topheader = NULL;
    goto find_header;
   }
@@ -6331,8 +6443,11 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,
  }

  /*
-  * Trying to add an rdataset with lower trust to a cache DB
-  * has no effect, provided that the cache data isn't stale.
+  * Trying to add an rdataset with lower trust to a cache
+  * DB has no effect, provided that the cache data isn't
+  * stale. If the cache data is stale, new lower trust
+  * data will supersede it below. Unclear what the best
+  * policy is here.
   */
  if (rbtversion == NULL && trust < header->trust &&
      (ACTIVE(header, now)
 || header_nx)) {
@@ -6362,6 +6477,10 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,

   if ((options & DNS_DBADD_EXACT) != 0)
    flags |= DNS_RDATASLAB_EXACT;
+  /*
+   * TTL use here is irrelevant to the cache;
+   * merge is only done with zonedbs.
+   */
   if ((options & DNS_DBADD_EXACTTTL) != 0 &&
       newheader->rdh_ttl != header->rdh_ttl)
```

```
     result = DNS_R_NOTEXACT;
@@ -6405,11 +6524,12 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,
    }
   }
   /*
-   * Don't replace existing NS, A and AAAA RRsets
-   * in the cache if they are already exist.  This
-   * prevents named being locked to old servers.
-   * Don't lower trust of existing record if the
-   * update is forced.
+   * Don't replace existing NS, A and AAAA RRsets in the
+   * cache if they are already exist. This prevents named
+   * being locked to old servers. Don't lower trust of
+   * existing record if the update is forced. Nothing
+
    * special to be done w.r.t stale data; it gets replaced
+   * normally further down.
    */
   if (IS_CACHE(rbtdb) && ACTIVE(header, now) &&
       header->type == dns_rdatatype_ns &&
@@ -6582,10 +6702,10 @@ add32(dns_rbtdb_t *rbtdb, dns_rbtnode_t *rbtnode, rbtdb_version_t *rbtversion,
     changed->dirty = true;
    if (rbtversion == NULL) {
     set_ttl(rbtdb, header, 0);
-    mark_stale_header(rbtdb, header);
+    mark_header_ancient(rbtdb, header);
     if (sigheader != NULL) {
      set_ttl(rbtdb, sigheader, 0);
-     mark_stale_header(rbtdb, sigheader);
+     mark_header_ancient(rbtdb, sigheader);
     }
    }
    if (rbtversion != NULL && !header_nx) {
@@ -8436,6 +8556,30 @@ nodefullname(dns_db_t *db, dns_dbnode_t *node, dns_name_t *name) {
 return (result);
 }

+static isc_result_t
+setservestalettl(dns_db_t *db, dns_ttl_t ttl) {
+ dns_rbtdb_t *rbtdb = (dns_rbtdb_t *)db;
+
+ REQUIRE(VALID_RBTDB(rbtdb));
+ REQUIRE(IS_CACHE(rbtdb));
+
+ /* currently no bounds checking.
+  0 means disable. */
+ rbtdb->serve_stale_ttl = ttl;
+ return ISC_R_SUCCESS;
```

```
+}
+
+static isc_result_t
+getservestalettl(dns_db_t *db, dns_ttl_t *ttl) {
+ dns_rbtdb_t *rbtdb = (dns_rbtdb_t *)db;
+
+ REQUIRE(VALID_RBTDB(rbtdb));
+ REQUIRE(IS_CACHE(rbtdb));
+
+ *ttl = rbtdb->serve_stale_ttl;
+ return ISC_R_SUCCESS;
+}
+
+
static dns_dbmethods_t zone_methods = {
 attach,
 detach,
@@ -8481,7 +8625,9 @@ static dns_dbmethods_t zone_methods = {
 NULL,
 hashsize,
 nodefullname,
- getsize
+ getsize,
+ NULL,
+ NULL
};

static dns_dbmethods_t cache_methods = {
@@ -8529,7 +8675,9 @@ static dns_dbmethods_t cache_methods = {
 setcachestats,
 hashsize,
 nodefullname,
- NULL
+ NULL,
+ setservestalettl,
+ getservestalettl
};

isc_result_t
@@ -8800,7 +8948,7 @@ dns_rbtdb_create
 rbtdb->rpzs = NULL;
 rbtdb->load_rpzs = NULL;
 rbtdb->rpz_num = DNS_RPZ_INVALID_NUM;
-
+ rbtdb->serve_stale_ttl = 0;
 /*
  * Version Initialization.
  */
```

```
@@ -9218,7 +9366,8 @@ rdatasetiter_first(dns_rdatasetiter_t
 *iterator) {
     * rdatasets to work.
     */
    if (NONEXISTENT(header) ||
-       (now != 0 && now > header->rdh_ttl))
+       (now != 0 && now > header->rdh_ttl
+         + rbtdb->serve_stale_ttl))
     header = NULL;
    break;
   } else
@@ -10427,7 +10576,7 @@ static inline bool
need_headerupdate(rdatasetheader_t *header, isc_stdtime_t now) {
 if ((header->attributes &
      (RDATASET_ATTR_NONEXISTENT |
-      RDATASET_ATTR_STALE |
+      RDATASET_ATTR_ANCIENT |
       RDATASET_ATTR_ZEROTTL)) != 0)
  return (false);

@@ -10533,7 +10682,7 @@ expire_header(dns_rbtdb_t *rbtdb, rdatasetheader_t *header,
       bool tree_locked, expire_t reason)
{
 set_ttl(rbtdb, header, 0);
- mark_stale_header(rbtdb, header);
+ mark_header_ancient(rbtdb, header);

 /*
  * Caller must hold the node (write) lock.
diff --git a/lib/dns/resolver.c b/lib/dns/resolver.c
index 49ec49c..2de70a6 100644
--- a/lib/dns/resolver.c
+++ b/lib/dns/resolver.c
@@ -141,16 +141,17 @@
#endif
 /* WANT_QUERYTRACE */

#define US_PER_SEC 1000000U
+#define US_PER_MSEC 1000U
/*
 * The maximum time we will wait for a single query.
 */
-#define MAX_SINGLE_QUERY_TIMEOUT 9U
-#define MAX_SINGLE_QUERY_TIMEOUT_US (MAX_SINGLE_QUERY_TIMEOUT*US_PER_SEC)
+#define MAX_SINGLE_QUERY_TIMEOUT 9000U
+#define MAX_SINGLE_QUERY_TIMEOUT_US (MAX_SINGLE_QUERY_TIMEOUT*US_PER_MSEC)

/*
```

```
 * We need to allow a individual query time to complete / timeout.
 */
-#define MINIMUM_QUERY_TIMEOUT (MAX_SINGLE_QUERY_TIMEOUT + 1U)
+#define MINIMUM_QUERY_TIMEOUT (MAX_SINGLE_QUERY_TIMEOUT + 1000U)

/* The default time in seconds for the whole query to live. */
#ifndef DEFAULT_QUERY_TIMEOUT
@@ -159,7 +160,7 @@

/* The maximum time in seconds for the whole query to live. */
#ifndef MAXIMUM_QUERY_TIMEOUT
-#define MAXIMUM_QUERY_TIMEOUT 30
+#define MAXIMUM_QUERY_TIMEOUT 30000
#endif

/* The default maximum number of recursions to follow before giving up. */
@@ -529,6 +530,11 @@ struct dns_resolver {
 dns_fetch_t
 *   primefetch;
 /* Locked by nlock. */
 unsigned int   nfctx;
+
+ /* Unlocked. Additions for serve-stale feature. */
+ unsigned int   retryinterval; /* in milliseconds */
+ unsigned int   nonbackofftries;
+
};

#define RES_MAGIC   ISC_MAGIC('R', 'e', 's', '!')
@@ -1650,14 +1656,12 @@ fctx_setretryinterval(fetchctx_t *fctx, unsigned int rtt) {
 unsigned int seconds;
 unsigned int us;

+ us = fctx->res->retryinterval * 1000;
 /*
-  * We retry every .8 seconds the first two times through the address
-  * list, and then we do exponential back-off.
+  * Exponential backoff after the first few tries.
  */
- if (fctx->restarts < 3)
-  us = 800000;
- else
-  us = (800000 << (fctx->restarts - 2));
+ if (fctx->restarts >= fctx->res->nonbackofftries)
+  us <<= (fctx->restarts - fctx->res->nonbackofftries - 1);

 /*
  * Add a fudge factor to the expected rtt based on the current
```

```
@@ -4542,7 +4546,8 @@ fctx_create(dns_resolver_t *res, dns_name_t *name, dns_rdatatype_t type,
  /*
   * Compute an expiration time for the entire fetch.
   */
- isc_interval_set(&interval, res->query_timeout, 0);
+ isc_interval_set(&interval, res->query_timeout / 1000,
+     res->query_timeout % 1000 * 1000000);
  iresult = isc_time_nowplusinterval(&fctx->expires, &interval);
  if (iresult != ISC_R_SUCCESS) {
   UNEXPECTED_ERROR(__FILE__, __LINE__,
@@ -9105,6 +9110,8 @@ dns_resolver_create(dns_view_t *view,
  res->spillattimer = NULL;
  res->zspill = 0;
  res->zero_no_soa_ttl = false;
+ res->retryinterval = 30000;
+ res->nonbackofftries = 3;
  res->query_timeout = DEFAULT_QUERY_TIMEOUT;
  res->maxdepth = DEFAULT_RECURSION_DEPTH;
  res->maxqueries = DEFAULT_MAX_QUERIES;
@@ -10439,17 +10446,20 @@ dns_resolver_gettimeout(dns_resolver_t *resolver) {
 }

 void
-dns_resolver_settimeout(dns_resolver_t *resolver, unsigned int seconds) {
+dns_resolver_settimeout(dns_resolver_t *resolver, unsigned int timeout) {
  REQUIRE(VALID_RESOLVER(resolver));

- if (seconds == 0)
-  seconds = DEFAULT_QUERY_TIMEOUT;
- if
  (seconds > MAXIMUM_QUERY_TIMEOUT)
-  seconds = MAXIMUM_QUERY_TIMEOUT;
- if (seconds < MINIMUM_QUERY_TIMEOUT)
-  seconds =  MINIMUM_QUERY_TIMEOUT;
+ if (timeout <= 300)
+  timeout *= 1000;
+
+ if (timeout == 0)
+  timeout = DEFAULT_QUERY_TIMEOUT;
+ if (timeout > MAXIMUM_QUERY_TIMEOUT)
+  timeout = MAXIMUM_QUERY_TIMEOUT;
+ if (timeout < MINIMUM_QUERY_TIMEOUT)
+  timeout =  MINIMUM_QUERY_TIMEOUT;

- resolver->query_timeout = seconds;
+ resolver->query_timeout = timeout;
 }
```

```
void
@@ -10546,3 +10556,34 @@ dns_resolver_getquotaresponse(dns_resolver_t *resolver, dns_quotatype_t which)

 return (resolver->quotaresp[which]);
}
+
+unsigned int
+dns_resolver_getretryinterval(dns_resolver_t *resolver) {
+ REQUIRE(VALID_RESOLVER(resolver));
+
+ return (resolver->retryinterval);
+}
+
+void
+dns_resolver_setretryinterval(dns_resolver_t *resolver, unsigned int interval)
+{
+ REQUIRE(VALID_RESOLVER(resolver));
+ REQUIRE(interval > 0);
+
+ resolver->retryinterval = ISC_MIN(interval,
 2000);
+}
+
+unsigned int
+dns_resolver_getnonbackofftries(dns_resolver_t *resolver) {
+ REQUIRE(VALID_RESOLVER(resolver));
+
+ return (resolver->nonbackofftries);
+}
+
+void
+dns_resolver_setnonbackofftries(dns_resolver_t *resolver, unsigned int tries) {
+ REQUIRE(VALID_RESOLVER(resolver));
+ REQUIRE(tries > 0);
+
+ resolver->nonbackofftries = tries;
+}
diff --git a/lib/dns/sdb.c b/lib/dns/sdb.c
index 477bb74..09cf932 100644
--- a/lib/dns/sdb.c
+++ b/lib/dns/sdb.c
@@ -1370,7 +1370,9 @@ static dns_dbmethods_t sdb_methods = {
 NULL,   /* setcachestats */
 NULL,   /* hashsize */
 NULL,   /* nodefullname */
- NULL   /* getsize */
+ NULL,   /* getsize */
+ NULL,   /* setservestalettl */
```

```
+ NULL   /* getservestalettl */
};

static isc_result_t
diff --git a/lib/dns/sdlz.c b/lib/dns/sdlz.c
index 037d74a..9218fed 100644
--- a/lib/dns/sdlz.c
+++ b/lib/dns/sdlz.c
@@ -1336,7 +1336,9 @@ static dns_dbmethods_t sdlzdb_methods = {
 NULL,   /* setcachestats */
 NULL,   /* hashsize */
  NULL,   /* nodefullname */
- NULL   /* getsize */
+ NULL,   /* getsize */
+ NULL,   /* setservestalettl */
+ NULL   /* getservestalettl */
};

/*
diff --git a/lib/dns/tests/db_test.c b/lib/dns/tests/db_test.c
index bc1cc3f..60fdb81 100644
--- a/lib/dns/tests/db_test.c
+++ b/lib/dns/tests/db_test.c
@@ -28,8 +28,9 @@

#include <dns/db.h>
#include <dns/dbiterator.h>
-#include <dns/name.h>
#include <dns/journal.h>
+#include <dns/name.h>
+#include <dns/rdatalist.h>

#include "dnstest.h"

@@ -76,7 +77,7 @@ getoriginnode_test(void **state) {
 assert_int_equal(result, ISC_R_SUCCESS);

 result = dns_db_create(mymctx, "rbt", dns_rootname, dns_dbtype_zone,
-       dns_rdataclass_in, 0, NULL, &db);
+          dns_rdataclass_in, 0, NULL, &db);
 assert_int_equal(result, ISC_R_SUCCESS);

 result = dns_db_getoriginnode(db, &node);
@@ -91,6 +92,197 @@ getoriginnode_test(void **state) {
 isc_mem_detach(&mymctx);
}

+/* test getservestalettl and setservestalettl */
```

```
+static void
+getsetservestalettl_test(void
 **state) {
+ dns_db_t *db = NULL;
+ isc_mem_t *mymctx = NULL;
+ isc_result_t result;
+ dns_ttl_t ttl;
+
+ UNUSED(state);
+
+ result = isc_mem_create(0, 0, &mymctx);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ result = dns_db_create(mymctx, "rbt", dns_rootname, dns_dbtype_cache,
+          dns_rdataclass_in, 0, NULL, &db);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ ttl = 5000;
+ result = dns_db_getservestalettl(db, &ttl);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ assert_int_equal(ttl, 0);
+
+ ttl = 6 * 3600;
+ result = dns_db_setservestalettl(db, ttl);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ ttl = 5000;
+ result = dns_db_getservestalettl(db, &ttl);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ assert_int_equal(ttl, 6 * 3600);
+
+ dns_db_detach(&db);
+ isc_mem_detach(&mymctx);
+}
+
+/* check DNS_DBFIND_STALEOK works */
+static void
+dns_dbfind_staleok_test(void **state) {
+ dns_db_t *db = NULL;
+ dns_dbnode_t *node = NULL;
+ dns_fixedname_t example_fixed;
+ dns_fixedname_t
 found_fixed;
+ dns_name_t *example;
+ dns_name_t *found;
+ dns_rdatalist_t rdatalist;
+ dns_rdataset_t rdataset;
+ int count;
```

```
+ int pass;
+ isc_mem_t *mymctx = NULL;
+ isc_result_t result;
+ unsigned char data[] = { 0x0a, 0x00, 0x00, 0x01 };
+
+ UNUSED(state);
+
+ result = isc_mem_create(0, 0, &mymctx);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ result = dns_db_create(mymctx, "rbt", dns_rootname, dns_dbtype_cache,
+          dns_rdataclass_in, 0, NULL, &db);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ example = dns_fixedname_initname(&example_fixed);
+ found = dns_fixedname_initname(&found_fixed);
+
+ result = dns_name_fromstring(example, "example", 0, NULL);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ /*
+  * Pass 0: default; no stale processing permitted.
+  * Pass 1: stale processing for 1 second.
+  * Pass 2: stale turned off after being on.
+  */
+ for (pass = 0; pass < 3; pass++) {
+  dns_rdata_t rdata = DNS_RDATA_INIT;
+
+  /* 10.0.0.1 */
+  rdata.data
 = data;
+  rdata.length = 4;
+  rdata.rdclass = dns_rdataclass_in;
+  rdata.type = dns_rdatatype_a;
+
+  dns_rdatalist_init(&rdatalist);
+  rdatalist.ttl = 2;
+  rdatalist.type = dns_rdatatype_a;
+  rdatalist.rdclass = dns_rdataclass_in;
+  ISC_LIST_APPEND(rdatalist.rdata, &rdata, link);
+
+  switch (pass) {
+  case 0:
+   /* default: stale processing off */
+   break;
+  case 1:
+   /* turn on stale processing */
+   result = dns_db_setservestalettl(db, 1);
```

```
+   assert_int_equal(result, ISC_R_SUCCESS);
+   break;
+  case 2:
+   /* turn off stale processing */
+   result = dns_db_setservestalettl(db, 0);
+   assert_int_equal(result, ISC_R_SUCCESS);
+   break;
+  }
+
+  dns_rdataset_init(&rdataset);
+  result = dns_rdatalist_tordataset(&rdatalist, &rdataset);
+  assert_int_equal(result, ISC_R_SUCCESS);
+
+  result = dns_db_findnode(db, example, true, &node);
+  assert_int_equal(result, ISC_R_SUCCESS);
+
+  result = dns_db_addrdataset(db, node, NULL, 0, &rdataset, 0,
+
 NULL);
+  assert_int_equal(result, ISC_R_SUCCESS);
+
+  dns_db_detachnode(db, &node);
+  dns_rdataset_disassociate(&rdataset);
+
+  result = dns_db_find(db, example, NULL, dns_rdatatype_a,
+         0, 0, &node, found, &rdataset, NULL);
+  assert_int_equal(result, ISC_R_SUCCESS);
+
+  /*
+   * May loop for up to 2 seconds performing non stale lookups.
+   */
+  count = 0;
+  do {
+   count++;
+   assert_in_range(count, 0, 20); /* loop sanity */
+   assert_int_equal(rdataset.attributes &
+         DNS_RDATASETATTR_STALE, 0);
+   assert_true(rdataset.ttl > 0);
+   dns_db_detachnode(db, &node);
+   dns_rdataset_disassociate(&rdataset);
+
+   usleep(100000); /* 100 ms */
+
+   result = dns_db_find(db, example, NULL,
+          dns_rdatatype_a, 0, 0,
+          &node, found, &rdataset, NULL);
+  } while (result == ISC_R_SUCCESS);
+
```

```
+  assert_int_equal(result, ISC_R_NOTFOUND);
+
+  /*
+   * Check whether we can get stale data.
+   */
+  result = dns_db_find(db, example, NULL, dns_rdatatype_a,
+
    DNS_DBFIND_STALEOK, 0,
+         &node, found, &rdataset, NULL);
+  switch (pass) {
+  case 0:
+   assert_int_equal(result, ISC_R_NOTFOUND);
+   break;
+  case 1:
+   /*
+    * Should loop for 1 second with stale lookups then
+    * stop.
+    */
+   count = 0;
+   do {
+    count++;
+    assert_in_range(count, 0, 49); /* loop sanity */
+    assert_int_equal(result, ISC_R_SUCCESS);
+    assert_int_equal(rdataset.ttl, 0);
+    assert_int_equal(rdataset.attributes &
+          DNS_RDATASETATTR_STALE,
+          DNS_RDATASETATTR_STALE);
+    dns_db_detachnode(db, &node);
+    dns_rdataset_disassociate(&rdataset);
+
+    usleep(100000); /* 100 ms */
+
+    result = dns_db_find(db, example, NULL,
+           dns_rdatatype_a,
+           DNS_DBFIND_STALEOK,
+           0, &node, found,
+           &rdataset, NULL);
+   } while (result == ISC_R_SUCCESS);
+   assert_in_range(count, 1, 10);
+   assert_int_equal(result, ISC_R_NOTFOUND);
+   break;
+  case 2:
+   assert_int_equal(result,
 ISC_R_NOTFOUND);
+   break;
+  }
+ }
+
```

```
+ dns_db_detach(&db);
+ isc_mem_detach(&mymctx);
+}
+
/* database class */
static void
class_test(void **state) {
@@ -213,6 +405,8 @@ int
main(void) {
 const struct CMUnitTest tests[] = {
  cmocka_unit_test(getoriginnode_test),
+  cmocka_unit_test(getsetservestalettl_test),
+  cmocka_unit_test(dns_dbfind_staleok_test),
  cmocka_unit_test_setup_teardown(class_test,
      _setup, _teardown),
  cmocka_unit_test_setup_teardown(dbtype_test,
diff --git a/lib/dns/view.c b/lib/dns/view.c
index a7ba613..a644c5f 100644
--- a/lib/dns/view.c
+++ b/lib/dns/view.c
@@ -229,6 +229,9 @@ dns_view_create(isc_mem_t *mctx, dns_rdataclass_t rdclass,
 view->flush = false;
 view->dlv = NULL;
 view->maxudp = 0;
+ view->staleanswerttl = 1;
+ view->staleanswersok = dns_stale_answer_conf;
+ view->staleanswersenable = false;
 view->nocookieudp = 0;
 view->maxbits = 0;
 view->v4_aaaa = dns_aaaa_ok;
diff --git a/lib/isccfg/namedconf.c b/lib/isccfg/namedconf.c
index
 212194e..b562f95 100644
--- a/lib/isccfg/namedconf.c
+++ b/lib/isccfg/namedconf.c
@@ -1778,6 +1778,7 @@ view_clauses[] = {
 { "max-ncache-ttl", &cfg_type_uint32, 0 },
 { "max-recursion-depth", &cfg_type_uint32, 0 },
 { "max-recursion-queries", &cfg_type_uint32, 0 },
+ { "max-stale-ttl", &cfg_type_ttlval, 0 },
 { "max-udp-size", &cfg_type_uint32, 0 },
 { "message-compression", &cfg_type_boolean, 0 },
 { "min-roots", &cfg_type_uint32, CFG_CLAUSEFLAG_NOTIMP },
@@ -1806,7 +1807,9 @@ view_clauses[] = {
 { "request-nsid", &cfg_type_boolean, 0 },
 { "request-sit", &cfg_type_boolean, CFG_CLAUSEFLAG_OBSOLETE },
 { "require-server-cookie", &cfg_type_boolean, 0 },
+ { "resolver-nonbackoff-tries", &cfg_type_uint32, 0 },
```

```
 { "resolver-query-timeout", &cfg_type_uint32, 0 },
+ { "resolver-retry-interval", &cfg_type_uint32, 0 },
 { "response-policy", &cfg_type_rpz, 0 },
 { "rfc2308-type1", &cfg_type_boolean, CFG_CLAUSEFLAG_NYI },
 { "root-delegation-only",  &cfg_type_optional_exclude,
 0 },
@@ -1815,6 +1818,8 @@ view_clauses[] = {
 { "send-cookie", &cfg_type_boolean, 0 },
 { "servfail-ttl", &cfg_type_ttlval, 0 },
 { "sortlist", &cfg_type_bracketed_aml, 0 },
+ { "stale-answer-enable", &cfg_type_boolean, 0 },
+ { "stale-answer-ttl", &cfg_type_ttlval, 0 },
 { "suppress-initial-notify", &cfg_type_boolean, CFG_CLAUSEFLAG_NYI },
 { "topology", &cfg_type_bracketed_aml, CFG_CLAUSEFLAG_NOTIMP },
 { "transfer-format", &cfg_type_transferformat, 0 },
--
2.26.2

Found in path(s):
* /bind-zip/bind/SOURCES/bind-9.11-serve-stale.patch
No license file was found, but licenses were detected in source scan.

From 346683631ae0f83ad4f09a69cfa5e5c6ea49e5d9 Mon Sep 17 00:00:00 2001
From: Evan Hunt <each@isc.org>
Date: Tue, 12 Sep 2017 19:05:46 -0700
Subject: [PATCH] rebased rt31459c

[rt31459d] update the newer tools

[rt31459d] setup entropy in dns_lib_init()

[rt31459d] silence compiler warning

DNS_OPENSSL_LIBS -> DST_OPENSSL_LIBS

Include new unit test
---
bin/confgen/keygen.c                |  7 +
bin/dnssec/dnssec-dsfromkey.c       |  8 +-
bin/dnssec/dnssec-importkey.c       |  8 +-
bin/dnssec/dnssec-revoke.c          |  8 +-
bin/dnssec/dnssec-settime.c         |  8 +-
bin/dnssec/dnssec-signzone.c        | 11 +-
bin/dnssec/dnssec-verify.c          |  8 +-
bin/dnssec/dnssectool.c             | 11 +-
bin/named/server.c                  |  6 +
bin/nsupdate/nsupdate.c             | 14 +-
bin/tests/makejournal.c             |  6 +-
```

```
bin/tests/system/pipelined/pipequeries.c
 | 20 +-
bin/tests/system/pipelined/tests.sh      |  4 +-
bin/tests/system/rsabigexponent/bigkey.c |  4 +
bin/tests/system/tkey/keycreate.c        | 26 ++-
bin/tests/system/tkey/keydelete.c        | 26 ++-
bin/tests/system/tkey/tests.sh           |  8 +-
bin/tools/mdig.c                         |  3 +-
configure                                | 250 ++++++++++++++----------
configure.ac                             |  77 ++++++-
lib/dns/dst_api.c                        | 21 +-
lib/dns/include/dst/dst.h                |  8 +
lib/dns/lib.c                            | 15 +-
lib/dns/openssl_link.c                   | 72 ++++++-
lib/dns/pkcs11.c                         | 29 ++-
lib/dns/tests/Kyuafile                   |  1 +
lib/dns/tests/Makefile.in                |  7 +
lib/dns/tests/dstrandom_test.c           | 115 ++++++++++
lib/dns/win32/libdns.def.in              |  7 +
lib/isc/entropy.c                        | 24 +++
lib/isc/include/isc/entropy.h
           | 12 ++
lib/isc/include/isc/platform.h.in        |  5 +
lib/isc/include/isc/types.h              |  2 +
lib/isc/pk11.c                           | 12 +-
lib/isc/win32/include/isc/platform.h.in  |  5 +
win32utils/Configure                     | 28 ++-
36 files changed, 701 insertions(+), 175 deletions(-)
create mode 100644 lib/dns/tests/dstrandom_test.c

diff --git a/bin/confgen/keygen.c b/bin/confgen/keygen.c
index 40cf74c..bd269e7 100644
--- a/bin/confgen/keygen.c
+++ b/bin/confgen/keygen.c
@@ -165,6 +165,13 @@ generate_key(isc_mem_t *mctx, const char *randomfile, dns_secalg_t alg,
  randomfile = NULL;
  open_keyboard = ISC_ENTROPY_KEYBOARDYES;
 }
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(ectx, true);
+ }
+#endif
 DO("start entropy source", isc_entropy_usebestsource(ectx,
           &entropy_source,
```

```
    randomfile,
diff --git a/bin/dnssec/dnssec-dsfromkey.c b/bin/dnssec/dnssec-dsfromkey.c
index 4420f2d..9cb63a8 100644
--- a/bin/dnssec/dnssec-dsfromkey.c
+++ b/bin/dnssec/dnssec-dsfromkey.c
@@ -498,14 +498,14 @@ main(int argc, char **argv) {

 if (ectx == NULL)
  setup_entropy(mctx, NULL, &ectx);
- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-  fatal("could not initialize hash");
 result = dst_lib_init(mctx, ectx,
        ISC_ENTROPY_BLOCKING | ISC_ENTROPY_GOODONLY);
 if (result != ISC_R_SUCCESS)
  fatal("could not initialize dst: %s",
       isc_result_totext(result));
+ result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+  fatal("could not initialize hash");
 isc_entropy_stopcallbacksources(ectx);

 setup_logging(mctx, &log);
@@ -574,8 +574,8 @@ main(int argc, char **argv) {
 if (dns_rdataset_isassociated(&rdataset))
  dns_rdataset_disassociate(&rdataset);
 cleanup_logging(&log);
- dst_lib_destroy();
  isc_hash_destroy();
+ dst_lib_destroy();
 cleanup_entropy(&ectx);
 dns_name_destroy();
 if (verbose > 10)
diff --git a/bin/dnssec/dnssec-importkey.c b/bin/dnssec/dnssec-importkey.c
index dc9a293..52863a1 100644
--- a/bin/dnssec/dnssec-importkey.c
+++ b/bin/dnssec/dnssec-importkey.c
@@ -404,14 +404,14 @@ main(int argc, char **argv) {

 if (ectx == NULL)
  setup_entropy(mctx, NULL, &ectx);
- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-  fatal("could not initialize hash");
 result = dst_lib_init(mctx, ectx,
        ISC_ENTROPY_BLOCKING | ISC_ENTROPY_GOODONLY);
 if (result != ISC_R_SUCCESS)
  fatal("could not initialize dst: %s",
```

```
        isc_result_totext(result));
+ result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+   fatal("could not initialize hash");
  isc_entropy_stopcallbacksources(ectx);

  setup_logging(mctx, &log);
@@ -455,8 +455,8 @@ main(int argc, char **argv) {
  if (dns_rdataset_isassociated(&rdataset))
    dns_rdataset_disassociate(&rdataset);
  cleanup_logging(&log);
- dst_lib_destroy();
  isc_hash_destroy();
+ dst_lib_destroy();
  cleanup_entropy(&ectx);
  dns_name_destroy();
  if (verbose > 10)
diff --git a/bin/dnssec/dnssec-revoke.c b/bin/dnssec/dnssec-revoke.c
index 0121a34..74a99b0 100644
--- a/bin/dnssec/dnssec-revoke.c
+++ b/bin/dnssec/dnssec-revoke.c
@@ -184,14 +184,14 @@ main(int argc, char **argv) {

  if (ectx == NULL)
    setup_entropy(mctx, NULL, &ectx);
- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-   fatal("Could not initialize hash");
  result = dst_lib_init2(mctx, ectx, engine,
         ISC_ENTROPY_BLOCKING | ISC_ENTROPY_GOODONLY);
  if (result != ISC_R_SUCCESS)
    fatal("Could not initialize dst: %s",
        isc_result_totext(result));
+ result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+   fatal("Could not initialize hash");
  isc_entropy_stopcallbacksources(ectx);

  result = dst_key_fromnamedfile(filename, dir,
@@ -273,8 +273,8 @@ main(int argc, char **argv) {

 cleanup:
  dst_key_free(&key);
- dst_lib_destroy();
  isc_hash_destroy();
+ dst_lib_destroy();
  cleanup_entropy(&ectx);
  if (verbose > 10)
```

```
  isc_mem_stats(mctx, stdout);
diff --git a/bin/dnssec/dnssec-settime.c b/bin/dnssec/dnssec-settime.c
index f017895..2c568fc 100644
--- a/bin/dnssec/dnssec-settime.c
+++ b/bin/dnssec/dnssec-settime.c
@@ -391,14 +391,14 @@ main(int argc, char **argv) {

 if (ectx == NULL)
  setup_entropy(mctx, NULL, &ectx);
- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-  fatal("Could not initialize hash");
 result = dst_lib_init2(mctx, ectx, engine,
         ISC_ENTROPY_BLOCKING | ISC_ENTROPY_GOODONLY);
 if (result != ISC_R_SUCCESS)
  fatal("Could not initialize dst: %s",
        isc_result_totext(result));
+ result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+  fatal("Could
 not initialize hash");
 isc_entropy_stopcallbacksources(ectx);

 if (predecessor != NULL) {
@@ -683,8 +683,8 @@ main(int argc, char **argv) {
 if (prevkey != NULL)
  dst_key_free(&prevkey);
 dst_key_free(&key);
- dst_lib_destroy();
 isc_hash_destroy();
+ dst_lib_destroy();
 cleanup_entropy(&ectx);
 if (verbose > 10)
  isc_mem_stats(mctx, stdout);
diff --git a/bin/dnssec/dnssec-signzone.c b/bin/dnssec/dnssec-signzone.c
index a097ac8..6567421 100644
--- a/bin/dnssec/dnssec-signzone.c
+++ b/bin/dnssec/dnssec-signzone.c
@@ -3472,14 +3472,15 @@ main(int argc, char *argv[]) {
 if (!pseudorandom)
  eflags |= ISC_ENTROPY_GOODONLY;

- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-  fatal("could not create hash context");
-
 result = dst_lib_init2(mctx, ectx, engine, eflags);
 if (result != ISC_R_SUCCESS)
```

```
  fatal("could not initialize dst: %s",
        isc_result_totext(result));
+
+ result = isc_hash_create(mctx, ectx,
 DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+  fatal("could not create hash context");
+
 isc_stdtime_get(&now);

 if (startstr != NULL) {
@@ -3896,8 +3897,8 @@ main(int argc, char *argv[]) {
 dns_master_styledestroy(&dsstyle, mctx);

 cleanup_logging(&log);
- dst_lib_destroy();
 isc_hash_destroy();
+ dst_lib_destroy();
 cleanup_entropy(&ectx);
 dns_name_destroy();
 if (verbose > 10)
diff --git a/bin/dnssec/dnssec-verify.c b/bin/dnssec/dnssec-verify.c
index 087cd5d..07c7294 100644
--- a/bin/dnssec/dnssec-verify.c
+++ b/bin/dnssec/dnssec-verify.c
@@ -281,15 +281,15 @@ main(int argc, char *argv[]) {
 if (ectx == NULL)
  setup_entropy(mctx, NULL, &ectx);

- result = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
- if (result != ISC_R_SUCCESS)
-  fatal("could not create hash context");
-
 result = dst_lib_init2(mctx, ectx, engine, ISC_ENTROPY_BLOCKING);
 if (result != ISC_R_SUCCESS)
  fatal("could not initialize dst: %s",
        isc_result_totext(result));

+ result
 = isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+  fatal("could not create hash context");
+
 isc_stdtime_get(&now);

 rdclass = strtoclass(classname);
diff --git a/bin/dnssec/dnssectool.c b/bin/dnssec/dnssectool.c
index 7f045e8..2a0f9c6 100644
```

```
--- a/bin/dnssec/dnssectool.c
+++ b/bin/dnssec/dnssectool.c
@@ -34,6 +34,7 @@
#include <isc/heap.h>
#include <isc/list.h>
#include <isc/mem.h>
+#include <isc/platform.h>
#include <isc/print.h>
#include <isc/string.h>
#include <isc/time.h>
@@ -235,7 +236,8 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
 if (*ectx == NULL) {
  result = isc_entropy_create(mctx, ectx);
  if (result != ISC_R_SUCCESS)
-   fatal("could not create entropy object");
+   fatal("could not create entropy object: %s",
+         isc_result_totext(result));
  ISC_LIST_INIT(sources);
 }

@@ -244,6 +246,13 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
  randomfile
 = NULL;
 }

+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(*ectx, true);
+ }
+#endif
 result = isc_entropy_usebestsource(*ectx, &source, randomfile,
        usekeyboard);

diff --git a/bin/named/server.c b/bin/named/server.c
index 9826588..b3e3fc3 100644
--- a/bin/named/server.c
+++ b/bin/named/server.c
@@ -36,6 +36,7 @@
#include <isc/lex.h>
#include <isc/meminfo.h>
#include <isc/parseint.h>
+#include <isc/platform.h>
#include <isc/portset.h>
#include <isc/print.h>
#include <isc/random.h>
@@ -8291,6 +8292,10 @@ load_configuration(const char *filename, ns_server_t *server,
```

```
        "no source of entropy found");
  } else {
   const char *randomdev = cfg_obj_asstring(obj);
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+   if (strcmp(randomdev, ISC_PLATFORM_CRYPTORANDOM) == 0)
+    isc_entropy_usehook(ns_g_entropy, true);
+#else
   int level = ISC_LOG_ERROR;
   result
 = isc_entropy_createfilesource(ns_g_entropy,
           randomdev);
@@ -8325,6 +8330,7 @@ load_configuration(const char *filename, ns_server_t *server,
    }
    isc_entropy_detach(&ns_g_fallbackentropy);
   }
+#endif
 #endif
  }

diff --git a/bin/nsupdate/nsupdate.c b/bin/nsupdate/nsupdate.c
index 52b0274..23b69c9 100644
--- a/bin/nsupdate/nsupdate.c
+++ b/bin/nsupdate/nsupdate.c
@@ -279,7 +279,8 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
 if (*ectx == NULL) {
  result = isc_entropy_create(mctx, ectx);
  if (result != ISC_R_SUCCESS)
-   fatal("could not create entropy object");
+   fatal("could not create entropy object: %s",
+         isc_result_totext(result));
  ISC_LIST_INIT(sources);
 }

@@ -288,6 +289,13 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
  randomfile = NULL;
 }

+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM)
 == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(*ectx, true);
+ }
+#endif
 result = isc_entropy_usebestsource(*ectx, &source, randomfile,
        usekeyboard);
```

```
@@ -990,11 +998,11 @@ setup_system(void) {
  }
 }

- setup_entropy(gmctx, NULL, &entropy);
+ if (entropy == NULL)
+  setup_entropy(gmctx, NULL, &entropy);

 result = isc_hash_create(gmctx, entropy, DNS_NAME_MAXWIRE);
 check_result(result, "isc_hash_create");
- isc_hash_init();

 result = dns_dispatchmgr_create(gmctx, entropy, &dispatchmgr);
 check_result(result, "dns_dispatchmgr_create");
diff --git a/bin/tests/makejournal.c b/bin/tests/makejournal.c
index 68b5e5a..cd54c8d 100644
--- a/bin/tests/makejournal.c
+++ b/bin/tests/makejournal.c
@@ -102,12 +102,12 @@ main(int argc, char **argv) {
 CHECK(isc_mem_create(0, 0, &mctx));
 CHECK(isc_entropy_create(mctx, &ectx));

- CHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));
- hash_active = true;
-
 CHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_BLOCKING));
  dst_active = true;

+ CHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));
+ hash_active = true;
+
 CHECK(isc_log_create(mctx, &lctx, &logconfig));
 isc_log_registercategories(lctx, categories);
 isc_log_setcontext(lctx);
diff --git a/bin/tests/system/pipelined/pipequeries.c b/bin/tests/system/pipelined/pipequeries.c
index e16ec11..95b65bf 100644
--- a/bin/tests/system/pipelined/pipequeries.c
+++ b/bin/tests/system/pipelined/pipequeries.c
@@ -204,6 +204,7 @@ sendqueries(isc_task_t *task, isc_event_t *event) {

int
main(int argc, char *argv[]) {
+ char *randomfile = NULL;
 isc_sockaddr_t bind_any;
 struct in_addr inaddr;
 isc_result_t result;
@@ -222,7 +223,7 @@ main(int argc, char *argv[]) {
 int c;
```

```
 isc_commandline_errprint = false;
- while ((c = isc_commandline_parse(argc, argv, "p:")) != -1) {
+ while ((c = isc_commandline_parse(argc, argv, "p:r:")) != -1) {
  switch (c) {
  case 'p':
   result = isc_parse_uint16(&port,
@@ -233,6 +234,9 @@ main(int argc, char *argv[])
 {
    exit(1);
   }
+  case 'r':
+   randomfile = isc_commandline_argument;
+   break;
  case '?':
   fprintf(stderr, "%s: invalid argument '%c'",
    argv[0], c);
@@ -275,10 +279,18 @@ main(int argc, char *argv[]) {

 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
- RUNCHECK(isc_entropy_createfilesource(ectx, "../random.data"));
- RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(ectx, true);
+ }
+#endif
+ if (randomfile != NULL)
+  RUNCHECK(isc_entropy_createfilesource(ectx, randomfile));

 RUNCHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_GOODONLY));
+ RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));

 taskmgr = NULL;
 RUNCHECK(isc_taskmgr_create(mctx, 1, 0, &taskmgr));
@@ -331,8 +343,8 @@ main(int argc, char *argv[]) {
 isc_task_detach(&task);
 isc_taskmgr_destroy(&taskmgr);

- dst_lib_destroy();
 isc_hash_destroy();
+ dst_lib_destroy();
 isc_entropy_detach(&ectx);
```

```
 isc_log_destroy(&lctx);
diff --git a/bin/tests/system/pipelined/tests.sh b/bin/tests/system/pipelined/tests.sh
index c0a99a2..0245527 100644
--- a/bin/tests/system/pipelined/tests.sh
+++ b/bin/tests/system/pipelined/tests.sh
@@ -19,7 +19,7 @@ status=0

echo_i "check pipelined TCP queries"
ret=0
-$PIPEQUERIES -p ${PORT} < input > raw || ret=1
+$PIPEQUERIES -p ${PORT} -r $RANDFILE < input > raw || ret=1
awk '{ print $1 " " $5 }' < raw > output
sort < output > output-sorted
$DIFF ref output-sorted || { ret=1 ; echo_i "diff sorted failed"; }
@@ -43,7 +43,7 @@ status=`expr $status + $ret`

echo_i "check keep-response-order"
ret=0
-$PIPEQUERIES -p ${PORT} ++ < inputb > rawb || ret=1
+$PIPEQUERIES -p ${PORT} -r $RANDFILE ++ < inputb > rawb || ret=1
awk '{ print $1 " " $5 }' < rawb > outputb
$DIFF refb outputb || ret=1
if [ $ret != 0 ]; then echo_i "failed"; fi
diff --git a/bin/tests/system/rsabigexponent/bigkey.c
 b/bin/tests/system/rsabigexponent/bigkey.c
index abf12ed..fa5182c 100644
--- a/bin/tests/system/rsabigexponent/bigkey.c
+++ b/bin/tests/system/rsabigexponent/bigkey.c
@@ -20,6 +20,7 @@
#include <isc/buffer.h>
#include <isc/entropy.h>
#include <isc/mem.h>
+#include <isc/platform.h>
#include <isc/print.h>
#include <isc/region.h>
#include <isc/stdio.h>
@@ -183,6 +184,9 @@ main(int argc, char **argv) {

 CHECK(isc_mem_create(0, 0, &mctx), "isc_mem_create()");
 CHECK(isc_entropy_create(mctx, &ectx), "isc_entropy_create()");
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ isc_entropy_usehook(ectx, true);
+#endif
 CHECK(isc_entropy_usebestsource(ectx, &source,
     "../random.data",
     ISC_ENTROPY_KEYBOARDNO),
diff --git a/bin/tests/system/tkey/keycreate.c b/bin/tests/system/tkey/keycreate.c
index 34360aa..3236968 100644
```

```
--- a/bin/tests/system/tkey/keycreate.c
+++ b/bin/tests/system/tkey/keycreate.c
@@ -206,6 +206,7 @@ sendquery(isc_task_t *task, isc_event_t
 *event) {
int
main(int argc, char *argv[]) {
 char *ourkeyname;
+ char *randomfile;
 isc_taskmgr_t *taskmgr;
 isc_timermgr_t *timermgr;
 isc_socketmgr_t *socketmgr;
@@ -225,10 +226,21 @@ main(int argc, char *argv[]) {

 RUNCHECK(isc_app_start());

+ randomfile = NULL;
+
 if (argc < 2) {
  fprintf(stderr, "I:no DH key provided\n");
  exit(-1);
 }
+ if (strcmp(argv[1], "-r") == 0) {
+  if (argc < 4) {
+   fprintf(stderr, "I:no DH key provided\n");
+   exit(-1);
+  }
+  randomfile = argv[2];
+  argv += 2;
+  argc -= 2;
+ }
 ourkeyname = argv[1];

 if (argc >= 3)
@@ -242,14 +254,22 @@ main(int argc, char *argv[]) {

 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
- RUNCHECK(isc_entropy_createfilesource(ectx, "../random.data"));
- RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(ectx,
 true);
+ }
+#endif
+ if (randomfile != NULL)
```

```
+  RUNCHECK(isc_entropy_createfilesource(ectx, randomfile));

 log = NULL;
 logconfig = NULL;
 RUNCHECK(isc_log_create(mctx, &log, &logconfig));

 RUNCHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_GOODONLY));
+ RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));

 taskmgr = NULL;
 RUNCHECK(isc_taskmgr_create(mctx, 1, 0, &taskmgr));
@@ -328,8 +348,8 @@ main(int argc, char *argv[]) {

 isc_log_destroy(&log);

- dst_lib_destroy();
 isc_hash_destroy();
+ dst_lib_destroy();
 isc_entropy_detach(&ectx);

 isc_mem_destroy(&mctx);
diff --git a/bin/tests/system/tkey/keydelete.c b/bin/tests/system/tkey/keydelete.c
index a3dd450..350723f 100644
--- a/bin/tests/system/tkey/keydelete.c
+++ b/bin/tests/system/tkey/keydelete.c
@@ -137,6 +137,7 @@ sendquery(isc_task_t *task, isc_event_t *event) {
int
main(int argc, char **argv) {
 char *keyname;
+ char *randomfile;
 isc_taskmgr_t *taskmgr;
 isc_timermgr_t *timermgr;
 isc_socketmgr_t
 *socketmgr;
@@ -157,10 +158,21 @@ main(int argc, char **argv) {

 RUNCHECK(isc_app_start());

+ randomfile = NULL;
+
 if (argc < 2) {
  fprintf(stderr, "I:no key to delete\n");
  exit(-1);
 }
+ if (strcmp(argv[1], "-r") == 0) {
+  if (argc < 4) {
+   fprintf(stderr, "I:no DH key provided\n");
+   exit(-1);
```

```
+  }
+  randomfile = argv[2];
+  argv += 2;
+  argc -= 2;
+ }
 keyname = argv[1];

 dns_result_register();
@@ -170,14 +182,22 @@ main(int argc, char **argv) {

 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
- RUNCHECK(isc_entropy_createfilesource(ectx, "../random.data"));
- RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile != NULL &&
+     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
+  randomfile = NULL;
+  isc_entropy_usehook(ectx, true);
+ }
+#endif
+ if (randomfile != NULL)
+  RUNCHECK(isc_entropy_createfilesource(ectx, randomfile));

 log = NULL;
 logconfig = NULL;
 RUNCHECK(isc_log_create(mctx,
 &log, &logconfig));

 RUNCHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_GOODONLY));
+ RUNCHECK(isc_hash_create(mctx, ectx, DNS_NAME_MAXWIRE));

 taskmgr = NULL;
 RUNCHECK(isc_taskmgr_create(mctx, 1, 0, &taskmgr));
@@ -265,8 +285,8 @@ main(int argc, char **argv) {

 isc_log_destroy(&log);

- dst_lib_destroy();
 isc_hash_destroy();
+ dst_lib_destroy();
 isc_entropy_detach(&ectx);

 isc_mem_destroy(&mctx);
diff --git a/bin/tests/system/tkey/tests.sh b/bin/tests/system/tkey/tests.sh
index b265156..bcd60a6 100644
--- a/bin/tests/system/tkey/tests.sh
+++ b/bin/tests/system/tkey/tests.sh
```

```
@@ -33,7 +33,7 @@ for owner in . foo.example.
do
 echo_i "creating new key using owner name \"$owner\" ($n)"
 ret=0
- keyname=`$KEYCREATE $dhkeyname $owner` || ret=1
+ keyname=`$KEYCREATE -r $RANDFILE $dhkeyname $owner` || ret=1
 if [ $ret != 0 ]; then
  echo_i "failed"
  status=$((status+ret))
@@ -57,7 +57,7 @@ do

 echo_i "deleting new key ($n)"
 ret=0
- $KEYDELETE $keyname ||
 ret=1
+ $KEYDELETE -r $RANDFILE $keyname || ret=1
 if [ $ret != 0 ]; then
  echo_i "failed"
 fi
@@ -79,7 +79,7 @@ done

echo_i "creating new key using owner name bar.example. ($n)"
ret=0
-keyname=`$KEYCREATE $dhkeyname bar.example.` || ret=1
+keyname=`$KEYCREATE -r $RANDFILE $dhkeyname bar.example.` || ret=1
if [ $ret != 0 ]; then
        echo_i "failed"
 status=$((status+ret))
@@ -124,7 +124,7 @@ n=$((n+1))

echo_i "recreating the bar.example. key ($n)"
ret=0
-keyname=`$KEYCREATE $dhkeyname bar.example.` || ret=1
+keyname=`$KEYCREATE -r $RANDFILE $dhkeyname bar.example.` || ret=1
if [ $ret != 0 ]; then
        echo_i "failed"
 status=$((status+ret))
diff --git a/bin/tools/mdig.c b/bin/tools/mdig.c
index 26fa609..fb34aa0 100644
--- a/bin/tools/mdig.c
+++ b/bin/tools/mdig.c
@@ -2005,12 +2005,11 @@ main(int argc, char *argv[]) {

 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
+ RUNCHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_GOODONLY));
 RUNCHECK(isc_hash_create(mctx,
```

```
 ectx, DNS_NAME_MAXWIRE));
 RUNCHECK(isc_entropy_getdata(ectx, cookie_secret,
         sizeof(cookie_secret), NULL, 0));

- RUNCHECK(dst_lib_init(mctx, ectx, ISC_ENTROPY_GOODONLY));
-
 ISC_LIST_INIT(queries);
 parse_args(false, argc, argv);
 if (server == NULL)
diff --git a/configure b/configure
index 368112f..e060e9d 100755
--- a/configure
+++ b/configure
@@ -640,6 +640,7 @@ ac_includes_default="\

ac_subst_vars='LTLIBOBJS
LIBOBJS
+LIBDIR_SUFFIX
BUILD_LIBS
BUILD_LDFLAGS
BUILD_CPPFLAGS
@@ -822,6 +823,7 @@ LIBXML2_CFLAGS
NZDTARGETS
NZDSRCS
NZD_TOOLS
+ISC_PLATFORM_CRYPTORANDOM
PKCS11_TEST
PKCS11_ED25519
PKCS11_GOST
@@ -1046,6 +1048,7 @@ with_eddsa
with_aes
enable_openssl_hash
with_cc_alg
+enable_crypto_rand
with_lmdb
with_libxml2
with_libjson
@@ -1747,6 +1750,7 @@ Optional Features:
  --enable-threads        enable multithreading
  --enable-native-pkcs11  use native PKCS11 for all crypto [default=no]
  --enable-openssl-hash   use OpenSSL for hash functions
 [default=no]
+  --enable-crypto-rand    use the crypto provider for random [default=yes]
  --enable-largefile      64-bit file support
  --enable-backtrace      log stack backtrace on abort [default=yes]
  --enable-symtable       use internal symbol table for backtrace
@@ -17204,6 +17208,7 @@ case "$use_openssl" in
$as_echo "disabled because of native PKCS11" >&6; }
```

```
  DST_OPENSSL_INC=""
  CRYPTO="-DPKCS11CRYPTO"
+  CRYPTOLIB="pkcs11"
  OPENSSLECDSALINKOBJS=""
  OPENSSLECDSALINKSRCS=""
  OPENSSLEDDSALINKOBJS=""
@@ -17218,6 +17223,7 @@ $as_echo "disabled because of native PKCS11" >&6; }
$as_echo "no" >&6; }
  DST_OPENSSL_INC=""
  CRYPTO=""
+  CRYPTOLIB=""
  OPENSSLECDSALINKOBJS=""
  OPENSSLECDSALINKSRCS=""
  OPENSSLEDDSALINKOBJS=""
@@ -17230,6 +17236,7 @@ $as_echo "no" >&6; }
 auto)
  DST_OPENSSL_INC=""
  CRYPTO=""
+  CRYPTOLIB=""
  OPENSSLECDSALINKOBJS=""
  OPENSSLECDSALINKSRCS=""
  OPENSSLEDDSALINKOBJS=""
@@ -17239,7 +17246,7 @@ $as_echo "no" >&6; }
  OPENSSLLINKOBJS=""
   OPENSSLLINKSRCS=""
  as_fn_error $? "OpenSSL was not found in any of $openssldirs; use --with-openssl=/path
-If you don't want OpenSSL, use --without-openssl" "$LINENO" 5
+If you do not want OpenSSL, use --without-openssl" "$LINENO" 5
  ;;
 *)
  if test "yes" = "$want_native_pkcs11"
@@ -17270,6 +17277,7 @@ $as_echo "not found" >&6; }
   as_fn_error $? "\"$use_openssl/include/openssl/opensslv.h\" not found" "$LINENO" 5
  fi
  CRYPTO='-DOPENSSL'
+  CRYPTOLIB="openssl"
  if test "/usr" = "$use_openssl"
  then
   DST_OPENSSL_INC=""
@@ -17904,8 +17912,6 @@ fi
# Use OpenSSL for hash functions
#

-{ $as_echo "$as_me:${as_lineno-$LINENO}: checking for using OpenSSL for hash functions" >&5
-$as_echo_n "checking for using OpenSSL for hash functions... " >&6; }
ISC_PLATFORM_OPENSSLHASH="#undef ISC_PLATFORM_OPENSSLHASH"
case $want_openssl_hash in
 yes)
```

```
@@ -18280,6 +18286,86 @@ if test "rt" = "$have_clock_gt"; then
 LIBS="-lrt $LIBS"
fi

+#
+# Use the crypto provider
 (OpenSSL/PKCS#11) for random functions
+#
+
+{ $as_echo "$as_me:${as_lineno-$LINENO}: checking for using the crypto library (vs. builtin) for random
functions" >&5
+$as_echo_n "checking for using the crypto library (vs. builtin) for random functions... " >&6; }
+# Check whether --enable-crypto-rand was given.
+if test "${enable_crypto_rand+set}" = set; then :
+  enableval=$enable_crypto_rand; want_crypto_rand="$enableval"
+else
+  want_crypto_rand="auto"
+fi
+
+if test "$want_crypto_rand" = "auto"
+then
+ case "$CRYPTOLIB" in
+ "")
+  want_crypto_rand="no"
+  ;;
+ pkcs11)
+  want_crypto_rand="yes"
+  ;;
+ openssl)
+  saved_cflags="$CFLAGS"
+  saved_libs="$LIBS"
+  CFLAGS="$CFLAGS $DST_OPENSSL_INC"
+  LIBS="$LIBS $DST_OPENSSL_LIBS"
+  if test "$cross_compiling" = yes; then :
+  want_crypto_rand="yes"
+else
+  cat confdefs.h - <<_ACEOF >conftest.$ac_ext
+/* end confdefs.h.  */
+
+#include <openssl/rand.h>
+
+unsigned char buf[128];
+
+int main()
+{
+ if (RAND_bytes(buf, 128) != 1)
+  return
```

```
 (1);
+ return (0);
+}
+
+_ACEOF
+if ac_fn_c_try_run "$LINENO"; then :
+  want_crypto_rand="yes"
+else
+  want_crypto_rand="no"
+fi
+rm -f core *.core core.conftest.* gmon.out bb.out conftest$ac_exeext \
+  conftest.$ac_objext conftest.beam conftest.$ac_ext
+fi
+
+  CFLAGS="$saved_cflags"
+  LIBS="$saved_libs"
+  ;;
+ *)
+  as_fn_error $? "Unknown crypto library define $CRYPTOLIB" "$LINENO" 5
+  ;;
+ esac
+fi
+case $want_crypto_rand in
+ yes)
+  if test "$CRYPTOLIB" = ""
+  then
+   as_fn_error $? "No crypto library for random functions" "$LINENO" 5
+  fi
+  { $as_echo "$as_me:${as_lineno-$LINENO}: result: \"$CRYPTOLIB\"" >&5
+$as_echo "\"$CRYPTOLIB\"" >&6; }
+  ISC_PLATFORM_CRYPTORANDOM="#define ISC_PLATFORM_CRYPTORANDOM \"$CRYPTOLIB\""
+  ;;
+ no)
+  { $as_echo "$as_me:${as_lineno-$LINENO}: result: no" >&5
+$as_echo "no" >&6; }
+  ISC_PLATFORM_CRYPTORANDOM="#undef ISC_PLATFORM_CRYPTORANDOM"
+  ;;
+esac
+
+
#
# was --with-lmdb specified?
#
@@ -20556,9 +20642,12 @@ _ACEOF
if ac_fn_c_try_compile
 "$LINENO"; then :
  { $as_echo "$as_me:${as_lineno-$LINENO}: result: size_t for buflen; int for flags" >&5
$as_echo "size_t for buflen; int for flags" >&6; }
```

```
-  $as_echo "#define IRS_GETNAMEINFO_SOCKLEN_T size_t" >>confdefs.h
+ # Changed to solve multilib conflict on Fedora
+ # AC_DEFINE(IRS_GETNAMEINFO_SOCKLEN_T, size_t)
+ # AC_DEFINE(IRS_GETNAMEINFO_BUFLEN_T, size_t)
+  $as_echo "#define IRS_GETNAMEINFO_SOCKLEN_T socklen_t" >>confdefs.h

-  $as_echo "#define IRS_GETNAMEINFO_BUFLEN_T size_t" >>confdefs.h
+  $as_echo "#define IRS_GETNAMEINFO_BUFLEN_T socklen_t" >>confdefs.h

  $as_echo "#define IRS_GETNAMEINFO_FLAGS_T int" >>confdefs.h

@@ -21856,12 +21945,7 @@ ISC_PLATFORM_USEGCCASM="#undef ISC_PLATFORM_USEGCCASM"
ISC_PLATFORM_USESTDASM="#undef ISC_PLATFORM_USESTDASM"
ISC_PLATFORM_USEMACASM="#undef ISC_PLATFORM_USEMACASM"
if test "yes" = "$use_atomic"; then
- have_atomic=yes  # set default
- case "$host" in
- i[3456]86-*)
-  # XXX: some old x86 architectures
 actually do not support
-  #      (some of) these operations.  Do we need stricter checks?
-  # The cast to long int works around a bug in the HP C Compiler
+ # The cast to long int works around a bug in the HP C Compiler
# version HP92453-01 B.11.11.23709.GP, which incorrectly rejects
# declarations like `int a3[[(sizeof (unsigned char)) >= 0]];'.
# This bug is HP SR number 8606223364.
@@ -21894,6 +21978,11 @@ cat >>confdefs.h <<_ACEOF
_ACEOF


+ have_atomic=yes  # set default
+ case "$host" in
+ i[3456]86-*)
+  # XXX: some old x86 architectures actually do not support
+  #      (some of) these operations.  Do we need stricter checks?
  if test $ac_cv_sizeof_void_p = 8; then
    arch=x86_64
    have_xaddq=yes
@@ -21902,39 +21991,6 @@ _ACEOF
  fi
 ;;
 x86_64-*|amd64-*)
-  # The cast to long int works around a bug in the HP C Compiler
-# version HP92453-01 B.11.11.23709.GP, which incorrectly rejects
-# declarations like `int a3[[(sizeof (unsigned char)) >= 0]];'.
-# This bug
 is HP SR number 8606223364.
-{ $as_echo "$as_me:${as_lineno-$LINENO}: checking size of void *" >&5
```

```
-$as_echo_n "checking size of void *... " >&6; }
-if ${ac_cv_sizeof_void_p+:} false; then :
-  $as_echo_n "(cached) " >&6
-else
-  if ac_fn_c_compute_int "$LINENO" "(long int) (sizeof (void *))" "ac_cv_sizeof_void_p"
"$ac_includes_default"; then :
-
-else
-  if test "$ac_cv_type_void_p" = yes; then
-     { { $as_echo "$as_me:${as_lineno-$LINENO}: error: in \`$ac_pwd':" >&5
-$as_echo "$as_me: error: in \`$ac_pwd':" >&2;}
-as_fn_error 77 "cannot compute sizeof (void *)
-See \`config.log' for more details" "$LINENO" 5; }
-   else
-     ac_cv_sizeof_void_p=0
-   fi
-fi
-
-fi
-{ $as_echo "$as_me:${as_lineno-$LINENO}: result: $ac_cv_sizeof_void_p" >&5
-$as_echo "$ac_cv_sizeof_void_p" >&6; }
-
-
-
-cat >>confdefs.h <<_ACEOF
-#define SIZEOF_VOID_P $ac_cv_sizeof_void_p
-_ACEOF
-
-
  if test $ac_cv_sizeof_void_p = 8; then
   arch=x86_64
   have_xaddq=yes
@@ -21965,6 +22021,10 @@ $as_echo_n
 "checking architecture type for atomic operations... " >&6; }
 $as_echo "$arch" >&6; }
 fi

+if test ! "$arch" = "x86_64" -a "$have_xaddq" = "yes"; then
+ as_fn_error $? "XADDQ present but disabled by Fedora patch!" "$LINENO" 5
+fi
+
 if test "yes" = "$have_atomic"; then
 { $as_echo "$as_me:${as_lineno-$LINENO}: checking compiler support for inline assembly code" >&5
 $as_echo_n "checking compiler support for inline assembly code... " >&6; }
@@ -24547,6 +24607,30 @@ CFLAGS="$CFLAGS $SO_CFLAGS"
 #
 dlzdir='${DLZ_DRIVER_DIR}'
```

```
+{ $as_echo "$as_me:${as_lineno-$LINENO}: checking for target libdir" >&5
+$as_echo_n "checking for target libdir... " >&6; }
+if test "$cross_compiling" = yes; then :
+  { { $as_echo "$as_me:${as_lineno-$LINENO}: error: in \`$ac_pwd':" >&5
+$as_echo "$as_me: error: in \`$ac_pwd':" >&2;}
+as_fn_error $? "cannot run test program while cross compiling
+See \`config.log' for more details" "$LINENO" 5; }
+else
+  cat confdefs.h - <<_ACEOF >conftest.$ac_ext
+/* end
 confdefs.h.  */
+int main(void) {exit((sizeof(void *) == 8) ? 0 : 1);}
+_ACEOF
+if ac_fn_c_try_run "$LINENO"; then :
+  target_lib=lib64
+else
+  target_lib=lib
+fi
+rm -f core *.core core.conftest.* gmon.out bb.out conftest$ac_exeext \
+  conftest.$ac_objext conftest.beam conftest.$ac_ext
+fi
+
+{ $as_echo "$as_me:${as_lineno-$LINENO}: result: \"$target_lib\"" >&5
+$as_echo "\"$target_lib\"" >&6; }
+
#
# Private autoconf macro to simplify configuring drivers:
#
@@ -24877,11 +24961,11 @@ $as_echo "no" >&6; }
$as_echo "using mysql with libs ${mysql_lib} and includes ${mysql_include}" >&6; }
  ;;
 *)
-  if test -d "$use_dlz_mysql/lib/mysql"
+  if test -d $use_dlz_mysql/${target_lib}/mysql
   then
-    mysql_lib="$use_dlz_mysql/lib/mysql"
+    mysql_lib=$use_dlz_mysql/${target_lib}/mysql
   else
-    mysql_lib="$use_dlz_mysql/lib"
+    mysql_lib=$use_dlz_mysql/${target_lib}
   fi

 CONTRIB_DLZ="$CONTRIB_DLZ -DDLZ_MYSQL"
@@ -24966,7 +25050,7 @@ $as_echo "" >&6; }
   # Check other locations
 for includes.
   # Order is important (sigh).
```

```
-   bdb_incdirs="/db53 /db51 /db48 /db47 /db46 /db45 /db44 /db43 /db42 /db41 /db4 /db"
+   bdb_incdirs="/db53 /db51 /db48 /db47 /db46 /db45 /db44 /db43 /db42 /db41 /db4 /libdb /db"
    # include a blank element first
    for d in "" $bdb_incdirs
    do
@@ -24991,57 +25075,9 @@ $as_echo "" >&6; }
    bdb_libnames="db53 db-5.3 db51 db-5.1 db48 db-4.8 db47 db-4.7 db46 db-4.6 db45 db-4.5 db44 db-4.4 db43 db-
4.3 db42 db-4.2 db41 db-4.1 db"
    for d in $bdb_libnames
    do
-    if test "$dd" = "/usr"
-    then
-     as_ac_Lib=`$as_echo "ac_cv_lib_$d"_db_create" | $as_tr_sh`
-{ $as_echo "$as_me:${as_lineno-$LINENO}: checking for db_create in -l$d" >&5
-$as_echo_n "checking for db_create in -l$d... " >&6; }
-if eval \${$as_ac_Lib+:} false; then :
-  $as_echo_n "(cached) " >&6
-else
-  ac_check_lib_save_LIBS=$LIBS
-LIBS="-l$d  $LIBS"
-cat confdefs.h - <<_ACEOF >conftest.$ac_ext
-/* end confdefs.h.  */
-
-/* Override any GCC internal prototype
- to avoid an error.
-   Use char because int might match the return type of a GCC
-   builtin and then its argument prototype would still apply.  */
-#ifdef __cplusplus
-extern "C"
-#endif
-char db_create ();
-int
-main ()
-{
-return db_create ();
-  ;
-  return 0;
-}
-_ACEOF
-if ac_fn_c_try_link "$LINENO"; then :
-  eval "$as_ac_Lib=yes"
-else
-  eval "$as_ac_Lib=no"
-fi
-rm -f core conftest.err conftest.$ac_objext \
-    conftest$ac_exeext conftest.$ac_ext
-LIBS=$ac_check_lib_save_LIBS
-fi
```

```
-eval ac_res=\$$as_ac_Lib
-       { $as_echo "$as_me:${as_lineno-$LINENO}: result: $ac_res" >&5
-$as_echo "$ac_res" >&6; }
-if eval test \"x\$"$as_ac_Lib"\" = x"yes"; then :
-  dlz_bdb_libs="-l${d}"
-fi
-
-     if test $dlz_bdb_libs != "yes"
-     then
-      break
-     fi
-    elif test -f "$dd/lib/lib${d}.so"
+    if test -f "$dd/${target_lib}/lib${d}.so"
    then
-     dlz_bdb_libs="-L${dd}/lib -l${d}"
+     dlz_bdb_libs="-L${dd}/${target_lib}/libdb -l${d}"
     break
    fi
  done
@@
 -25200,10 +25236,10 @@ $as_echo "no" >&6; }
  DLZ_DRIVER_INCLUDES="$DLZ_DRIVER_INCLUDES -I$use_dlz_ldap/include"
  DLZ_DRIVER_LDAP_INCLUDES="-I$use_dlz_ldap/include"
 fi
- if test -n "-L$use_dlz_ldap/lib -lldap -llber"
+ if test -n "-L$use_dlz_ldap/${target_lib} -lldap -llber"
 then
-  DLZ_DRIVER_LIBS="$DLZ_DRIVER_LIBS -L$use_dlz_ldap/lib -lldap -llber"
-  DLZ_DRIVER_LDAP_LIBS="-L$use_dlz_ldap/lib -lldap -llber"
+  DLZ_DRIVER_LIBS="$DLZ_DRIVER_LIBS -L$use_dlz_ldap/${target_lib} -lldap -llber"
+  DLZ_DRIVER_LDAP_LIBS="-L$use_dlz_ldap/${target_lib} -lldap -llber"
 fi


@@ -25289,11 +25325,11 @@ fi
  odbcdirs="/usr /usr/local /usr/pkg"
  for d in $odbcdirs
  do
-   if test -f $d/include/sql.h -a -f $d/lib/libodbc.a
+   if test -f $d/include/sql.h -a -f $d/${target_lib}/libodbc.a
   then
    use_dlz_odbc=$d
    dlz_odbc_include="-I$use_dlz_odbc/include"
-    dlz_odbc_libs="-L$use_dlz_odbc/lib -lodbc"
+    dlz_odbc_libs="-L$use_dlz_odbc/${target_lib} -lodbc"
    break
   fi
```

```
  done
@@ -25568,6 +25604,8 @@ DNS_CRYPTO_LIBS="$NEWFLAGS"



+
+
#
# Commands to run at the end of config.status.
# Don't just put these into configure, it won't work right if somebody
@@ -27946,6 +27984,8 @@ report() {
     echo "    IPv6 support (--enable-ipv6)"
 test "X$CRYPTO" = "X" -o "yes" = "$want_native_pkcs11" || \
  echo "    OpenSSL cryptography/DNSSEC (--with-openssl)"
+       test "no" = "$want_crypto_rand" || \
+            echo "    Crypto provider entropy source (--enable-crypto-rand)"
 test "X$PYTHON" = "X" || echo "    Python tools (--with-python)"
 test "X$XMLSTATS" = "X" || echo "    XML statistics (--with-libxml2)"
 test "X$JSONSTATS" = "X" || echo "    JSON statistics (--with-libjson)"
@@ -27986,6 +28026,8 @@ report() {
 echo "    Very verbose query trace logging (--enable-querytrace)"
   test "no" = "$with_cmocka" || echo "    CMocka Unit Testing Framework (--with-cmocka)"

+    echo "    Cryptographic library for DNSSEC: $CRYPTOLIB"
+

   echo "    Dynamically loadable zone (DLZ) drivers:"
   test "no" = "$use_dlz_bdb" || \
 echo "        Berkeley DB (--with-dlz-bdb)"
@@ -28033,6 +28075,8 @@ report() {
 echo "    ECDSA algorithm support (--with-ecdsa)"
   test "X$CRYPTO" = "X" -o "yes" = "$OPENSSL_ED25519" -o "yes" = "$PKCS11_ED25519" || \
 echo "    EDDSA algorithm support (--with-eddsa)"
+    test "yes" = "$want_crypto_rand" || \
+        echo "    Crypto provider entropy source (--enable-crypto-rand)"

   test "yes" = "$enable_seccomp" || \
 echo "    Use libseccomp system call filtering (--enable-seccomp)"
diff --git a/configure.ac b/configure.ac
index 11f41e8..fdcfc62 100644
--- a/configure.ac
+++ b/configure.ac
@@ -1600,6 +1600,7 @@ case "$use_openssl" in
  AC_MSG_RESULT(disabled because of native PKCS11)
  DST_OPENSSL_INC=""
  CRYPTO="-DPKCS11CRYPTO"
+  CRYPTOLIB="pkcs11"
  OPENSSLECDSALINKOBJS=""
```

```
 OPENSSLECDSALINKSRCS=""
 OPENSSLEDDSALINKOBJS=""
@@ -1613,6 +1614,7 @@ case "$use_openssl" in
   AC_MSG_RESULT(no)
 DST_OPENSSL_INC=""
 CRYPTO=""
+ CRYPTOLIB=""
 OPENSSLECDSALINKOBJS=""
 OPENSSLECDSALINKSRCS=""
 OPENSSLEDDSALINKOBJS=""
@@ -1625,6 +1627,7 @@ case "$use_openssl" in
 auto)
 DST_OPENSSL_INC=""
 CRYPTO=""
+ CRYPTOLIB=""
 OPENSSLECDSALINKOBJS=""
 OPENSSLECDSALINKSRCS=""
 OPENSSLEDDSALINKOBJS=""
@@ -1635,7 +1638,7 @@ case "$use_openssl" in
 OPENSSLLINKSRCS=""
 AC_MSG_ERROR(
 [OpenSSL was not found in any of $opensssldirs; use --with-openssl=/path
-If you don't want OpenSSL, use --without-openssl])
+If you do not want OpenSSL, use --without-openssl])
 ;;
 *)
 if test "yes" = "$want_native_pkcs11"
@@ -1665,6 +1668,7 @@ If you don't want OpenSSL, use --without-openssl])
   AC_MSG_ERROR(["$use_openssl/include/openssl/opensslv.h" not found])
 fi
 CRYPTO='-DOPENSSL'
+ CRYPTOLIB="openssl"
 if test "/usr" = "$use_openssl"
 then
   DST_OPENSSL_INC=""
@@ -2109,7 +2113,6 @@ fi
 # Use OpenSSL for hash functions
 #

-AC_MSG_CHECKING(for using
 OpenSSL for hash functions)
 ISC_PLATFORM_OPENSSLHASH="#undef ISC_PLATFORM_OPENSSLHASH"
 case $want_openssl_hash in
 yes)
@@ -2381,6 +2384,67 @@ if test "rt" = "$have_clock_gt"; then
 LIBS="-lrt $LIBS"
 fi
```

```
+#
+# Use the crypto provider (OpenSSL/PKCS#11) for random functions
+#
+
+AC_MSG_CHECKING(for using the crypto library (vs. builtin) for random functions)
+AC_ARG_ENABLE(crypto-rand,
+ [  --enable-crypto-rand    use the crypto provider for random [[default=yes]]],
+ want_crypto_rand="$enableval", want_crypto_rand="auto")
+if test "$want_crypto_rand" = "auto"
+then
+ case "$CRYPTOLIB" in
+ "")
+  want_crypto_rand="no"
+  ;;
+ pkcs11)
+  want_crypto_rand="yes"
+  ;;
+ openssl)
+  saved_cflags="$CFLAGS"
+  saved_libs="$LIBS"
+  CFLAGS="$CFLAGS $DST_OPENSSL_INC"
+  LIBS="$LIBS $DST_OPENSSL_LIBS"
+  AC_TRY_RUN([
+#include <openssl/rand.h>
+
+unsigned char buf[128];
+
+int main()
+{
+ if (RAND_bytes(buf, 128) != 1)
+  return (1);
+ return (0);
+}
+],
+  [want_crypto_rand="yes"],
+  [want_crypto_rand="no"],
+  [want_crypto_rand="yes"])
+  CFLAGS="$saved_cflags"
+  LIBS="$saved_libs"
+  ;;
+ *)
+  AC_MSG_ERROR([Unknown
 crypto library define $CRYPTOLIB])
+  ;;
+ esac
+fi
+case $want_crypto_rand in
+ yes)
```

```
+  if test "$CRYPTOLIB" = ""
+  then
+   AC_MSG_ERROR([No crypto library for random functions])
+  fi
+  AC_MSG_RESULT(["$CRYPTOLIB"])
+  ISC_PLATFORM_CRYPTORANDOM="#define ISC_PLATFORM_CRYPTORANDOM \"$CRYPTOLIB\""
+  ;;
+ no)
+  AC_MSG_RESULT(no)
+  ISC_PLATFORM_CRYPTORANDOM="#undef ISC_PLATFORM_CRYPTORANDOM"
+  ;;
+esac
+AC_SUBST(ISC_PLATFORM_CRYPTORANDOM)
+
#
# was --with-lmdb specified?
#
@@ -4174,12 +4238,12 @@ ISC_PLATFORM_USEGCCASM="#undef ISC_PLATFORM_USEGCCASM"
ISC_PLATFORM_USESTDASM="#undef ISC_PLATFORM_USESTDASM"
ISC_PLATFORM_USEMACASM="#undef ISC_PLATFORM_USEMACASM"
if test "yes" = "$use_atomic"; then
+ AC_CHECK_SIZEOF([void *])
 have_atomic=yes  # set default
 case "$host" in
 [i[3456]86-*])
  # XXX: some old x86 architectures actually do not
 support
  #      (some of) these operations.  Do we need stricter checks?
-  AC_CHECK_SIZEOF([void *])
  if test $ac_cv_sizeof_void_p = 8; then
   arch=x86_64
   have_xaddq=yes
@@ -4188,7 +4252,6 @@ if test "yes" = "$use_atomic"; then
  fi
 ;;
 x86_64-*|amd64-*)
-  AC_CHECK_SIZEOF([void *])
  if test $ac_cv_sizeof_void_p = 8; then
   arch=x86_64
   have_xaddq=yes
@@ -5622,6 +5685,8 @@ report() {
     echo "    IPv6 support (--enable-ipv6)"
 test "X$CRYPTO" = "X" -o "yes" = "$want_native_pkcs11" || \
  echo "    OpenSSL cryptography/DNSSEC (--with-openssl)"
+       test "no" = "$want_crypto_rand" || \
+              echo "    Crypto provider entropy source (--enable-crypto-rand)"
 test "X$PYTHON" = "X" || echo "    Python tools (--with-python)"
 test "X$XMLSTATS" = "X" || echo "    XML statistics (--with-libxml2)"
```

```
 test "X$JSONSTATS" = "X" || echo "    JSON statistics (--with-libjson)"
@@ -5662,6 +5727,8 @@ report() {
 echo "    Very verbose query trace logging (--enable-querytrace)"
     test "no" = "$with_cmocka" || echo "    CMocka Unit Testing Framework (--with-cmocka)"

+    echo "    Cryptographic library for DNSSEC: $CRYPTOLIB"
+
    echo "    Dynamically loadable zone (DLZ) drivers:"
    test "no" = "$use_dlz_bdb" || \
 echo "        Berkeley DB (--with-dlz-bdb)"
@@ -5709,6 +5776,8 @@ report() {
 echo "    ECDSA algorithm support (--with-ecdsa)"
    test "X$CRYPTO" = "X" -o "yes" = "$OPENSSL_ED25519" -o "yes" = "$PKCS11_ED25519" || \
 echo "    EDDSA algorithm support (--with-eddsa)"
+    test "yes" = "$want_crypto_rand" || \
+        echo "    Crypto provider entropy source (--enable-crypto-rand)"

    test "yes" = "$enable_seccomp" || \
 echo "    Use libseccomp system call filtering (--enable-seccomp)"
diff --git a/lib/dns/dst_api.c b/lib/dns/dst_api.c
index 7a86506..aa54afc 100644
--- a/lib/dns/dst_api.c
+++ b/lib/dns/dst_api.c
@@ -277,6 +277,12 @@ dst_lib_init2(isc_mem_t *mctx, isc_entropy_t *ectx,
#ifdef GSSAPI
 RETERR(dst__gssapi_init(&dst_t_func[DST_ALG_GSSAPI]));
 #endif
+#if defined(OPENSSL) || defined(PKCS11CRYPTO)
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (dst_entropy_pool != NULL)
+  isc_entropy_sethook(dst_random_getdata);
+#endif
+#endif /* defined(OPENSSL) || defined(PKCS11CRYPTO) */
 dst_initialized = true;
 return (ISC_R_SUCCESS);

@@ -296,11 +302,19 @@ dst_lib_destroy(void) {
 for (i = 0; i < DST_MAX_ALGS; i++)
  if (dst_t_func[i] != NULL && dst_t_func[i]->cleanup != NULL)
   dst_t_func[i]->cleanup();
+#if defined(OPENSSL) || defined(PKCS11CRYPTO)
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (dst_entropy_pool != NULL) {
+  isc_entropy_usehook(dst_entropy_pool, false);
+  isc_entropy_sethook(NULL);
+ }
+#endif
#ifdef OPENSSL
```

```
 dst__openssl_destroy();
#elif PKCS11CRYPTO
 (void) dst__pkcs11_destroy();
#endif /* if OPENSSL, elif PKCS11CRYPTO */
+#endif /* defined(OPENSSL) || defined(PKCS11CRYPTO) */
 if (dst__memory_pool != NULL)
  isc_mem_detach(&dst__memory_pool);
 if (dst_entropy_pool
 != NULL)
@@ -2002,13 +2016,17 @@ dst__entropy_getdata(void *buf, unsigned int len, bool pseudo) {
  flags &= ~ISC_ENTROPY_GOODONLY;
 else
  flags |= ISC_ENTROPY_BLOCKING;
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ return (dst_random_getdata(buf, len, NULL, flags));
+#else
 return (isc_entropy_getdata(dst_entropy_pool, buf, len, NULL, flags));
+#endif
 #endif /* PKCS11CRYPTO */
 }

 unsigned int
 dst__entropy_status(void) {
-#ifndef PKCS11CRYPTO
+#if !defined(PKCS11CRYPTO) && !defined(ISC_PLATFORM_CRYPTORANDOM)
 #ifdef GSSAPI
 unsigned int flags = dst_entropy_flags;
 isc_result_t ret;
@@ -2031,6 +2049,7 @@ dst__entropy_status(void) {
 #endif
 return (isc_entropy_status(dst_entropy_pool));
 #else
+ /* Doesn't matter as it is not used in this case. */
 return (0);
 #endif
 }
diff --git a/lib/dns/include/dst/dst.h b/lib/dns/include/dst/dst.h
index 5b42ab4..3aba028 100644
--- a/lib/dns/include/dst/dst.h
+++ b/lib/dns/include/dst/dst.h
@@ -159,6 +159,14 @@ dst_lib_destroy(void);
 * Releases
 all resources allocated by DST.
 */

+isc_result_t
+dst_random_getdata(void *data, unsigned int length,
+     unsigned int *returned, unsigned int flags);
```

```
+/*%<
+ * \brief Return data from the crypto random generator.
+ * Specialization of isc_entropy_getdata().
+ */
+
bool
dst_algorithm_supported(unsigned int alg);
/*%<
diff --git a/lib/dns/lib.c b/lib/dns/lib.c
index d9417de..0dc935d 100644
--- a/lib/dns/lib.c
+++ b/lib/dns/lib.c
@@ -16,6 +16,7 @@
#include <stdbool.h>
#include <stddef.h>

+#include <isc/entropy.h>
#include <isc/hash.h>
#include <isc/mem.h>
#include <isc/msgcat.h>
@@ -76,6 +77,7 @@ static unsigned int references = 0;
static void
initialize(void) {
 isc_result_t result;
+ isc_entropy_t *ectx = NULL;

 REQUIRE(initialize_done == false);

@@ -86,11 +88,14 @@ initialize(void) {
 result = dns_ecdb_register(dns_g_mctx, &dbimp);
 if (result != ISC_R_SUCCESS)
  goto cleanup_mctx;
- result = isc_hash_create(dns_g_mctx, NULL, DNS_NAME_MAXWIRE);
+ result
 = isc_entropy_create(dns_g_mctx, &ectx);
 if (result != ISC_R_SUCCESS)
  goto cleanup_db;
+ result = isc_hash_create(dns_g_mctx, NULL, DNS_NAME_MAXWIRE);
+ if (result != ISC_R_SUCCESS)
+  goto cleanup_ectx;

- result = dst_lib_init(dns_g_mctx, NULL, 0);
+ result = dst_lib_init(dns_g_mctx, ectx, 0);
 if (result != ISC_R_SUCCESS)
  goto cleanup_hash;

@@ -98,11 +103,17 @@ initialize(void) {
 if (result != ISC_R_SUCCESS)
```

```
  goto cleanup_dst;

+ isc_hash_init();
+ isc_entropy_detach(&ectx);
+
 initialize_done = true;
 return;

  cleanup_dst:
 dst_lib_destroy();
+  cleanup_ectx:
+ if (ectx != NULL)
+  isc_entropy_detach(&ectx);
  cleanup_hash:
 isc_hash_destroy();
  cleanup_db:
diff --git a/lib/dns/openssl_link.c b/lib/dns/openssl_link.c
index 1e57c71..3f4f822 100644
--- a/lib/dns/openssl_link.c
+++ b/lib/dns/openssl_link.c
@@ -31,6 +31,7 @@
#include <isc/mem.h>
#include <isc/mutex.h>
#include <isc/mutexblock.h>
+#include <isc/platform.h>
#include <isc/string.h>
#include
 <isc/thread.h>
#include <isc/util.h>
@@ -46,8 +47,6 @@
#include <openssl/engine.h>
#endif

-static RAND_METHOD *rm = NULL;
-
#if OPENSSL_VERSION_NUMBER < 0x10100000L || defined(LIBRESSL_VERSION_NUMBER)
static isc_mutex_t *locks = NULL;
static int nlocks;
@@ -57,6 +56,9 @@ static int nlocks;
static ENGINE *e = NULL;
#endif

+#ifndef ISC_PLATFORM_CRYPTORANDOM
+static RAND_METHOD *rm = NULL;
+
static int
entropy_get(unsigned char *buf, int num) {
 isc_result_t result;
```

```
@@ -102,6 +104,7 @@ entropy_add(const void *buf, int num, double entropy) {
 return (1);
}
#endif
+#endif /* !ISC_PLATFORM_CRYPTORANDOM */

#if OPENSSL_VERSION_NUMBER < 0x10100000L || defined(LIBRESSL_VERSION_NUMBER)
static void
@@ -192,7 +195,7 @@ _set_thread_id(CRYPTO_THREADID *id)
isc_result_t
dst__openssl_init(const char *engine) {
 isc_result_t result;
-#if !defined(OPENSSL_NO_ENGINE)
+#if !defined(OPENSSL_NO_ENGINE) && !defined(ISC_PLATFORM_CRYPTORANDOM)
 ENGINE *re;
#else
 UNUSED(engine);
@@
 -222,6 +225,7 @@ dst__openssl_init(const char *engine) {
 ERR_load_crypto_strings();
#endif

+#ifndef ISC_PLATFORM_CRYPTORANDOM
 rm = mem_alloc(sizeof(RAND_METHOD) FILELINE);
 if (rm == NULL) {
  result = ISC_R_NOMEMORY;
@@ -233,6 +237,7 @@ dst__openssl_init(const char *engine) {
 rm->add = entropy_add;
 rm->pseudorand = entropy_getpseudo;
 rm->status = entropy_status;
+#endif

#if !defined(OPENSSL_NO_ENGINE)
#if !defined(CONF_MFLAGS_DEFAULT_SECTION)
@@ -266,6 +271,7 @@ dst__openssl_init(const char *engine) {
  }
 }

+#ifndef ISC_PLATFORM_CRYPTORANDOM
 re = ENGINE_get_default_RAND();
 if (re == NULL) {
  re = ENGINE_new();
@@ -278,9 +284,21 @@ dst__openssl_init(const char *engine) {
  ENGINE_free(re);
 } else
  ENGINE_finish(re);
+#endif
#else
```

```
+#ifndef ISC_PLATFORM_CRYPTORANDOM
 RAND_set_rand_method(rm);
+#endif
#endif /* !defined(OPENSSL_NO_ENGINE) */
+
+ /* Protect ourselves against unseeded PRNG */
+ if (RAND_status() != 1) {
+  FATAL_ERROR(__FILE__, __LINE__,
+
    "OpenSSL pseudorandom number generator "
+       "cannot be initialized (see the `PRNG not "
+       "seeded' message in the OpenSSL FAQ)");
+ }
+
 return (ISC_R_SUCCESS);

#if !defined(OPENSSL_NO_ENGINE)
@@ -288,10 +306,14 @@ dst__openssl_init(const char *engine) {
 if (e != NULL)
  ENGINE_free(e);
 e = NULL;
+#ifndef ISC_PLATFORM_CRYPTORANDOM
 mem_free(rm FILELINE);
 rm = NULL;
#endif
+#endif
+#ifndef ISC_PLATFORM_CRYPTORANDOM
 cleanup_mutexinit:
+#endif
#if OPENSSL_VERSION_NUMBER < 0x10100000L || defined(LIBRESSL_VERSION_NUMBER)
 CRYPTO_set_locking_callback(NULL);
 DESTROYMUTEXBLOCK(locks, nlocks);
@@ -306,14 +328,17 @@ void
dst__openssl_destroy(void) {
#if !defined(LIBRESSL_VERSION_NUMBER) && (OPENSSL_VERSION_NUMBER >= 0x10100000L)
 OPENSSL_cleanup();
+#ifndef ISC_PLATFORM_CRYPTORANDOM
 if (rm != NULL) {
  mem_free(rm FILELINE);
  rm = NULL;
 }
+#endif
#else
 /*
  * Sequence taken from apps_shutdown() in <apps/apps.h>.
  */
+#ifndef ISC_PLATFORM_CRYPTORANDOM
```

```
 if (rm != NULL) {
#if OPENSSL_VERSION_NUMBER >= 0x00907000L
 RAND_cleanup();
@@ -321,6 +346,7 @@ dst__openssl_destroy(void) {
 mem_free(rm FILELINE);
 rm = NULL;
 }
+#endif
#if (OPENSSL_VERSION_NUMBER >= 0x00907000L)
 CONF_modules_free();
#endif
@@ -456,11 +482,45 @@ dst__openssl_getengine(const char *engine) {
}
#endif

-#else /* OPENSSL */
+isc_result_t
+dst_random_getdata(void *data, unsigned int length,
+     unsigned int *returned, unsigned int flags) {
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+#ifndef DONT_REQUIRE_DST_LIB_INIT
+ INSIST(dst__memory_pool != NULL);
+#endif
+ REQUIRE(data != NULL);
+ REQUIRE(length > 0);

-#include <isc/util.h>
+#if OPENSSL_VERSION_NUMBER < 0x10100000L || defined(LIBRESSL_VERSION_NUMBER)
+ if ((flags & ISC_ENTROPY_GOODONLY) == 0) {
+  if (RAND_pseudo_bytes((unsigned char *)data, (int)length) < 0)
+   return (dst__openssl_toresult2("RAND_pseudo_bytes",
+            DST_R_OPENSSLFAILURE));
+ } else {
+  if (RAND_bytes((unsigned
 char *)data, (int)length) != 1)
+   return (dst__openssl_toresult2("RAND_bytes",
+            DST_R_OPENSSLFAILURE));
+ }
+#else
+ UNUSED(flags);

-EMPTY_TRANSLATION_UNIT
+ if (RAND_bytes((unsigned char *)data, (int)length) != 1)
+  return (dst__openssl_toresult2("RAND_bytes",
+           DST_R_OPENSSLFAILURE));
+#endif
+ if (returned != NULL)
+  *returned = length;
```

```
+ return (ISC_R_SUCCESS);
+#else
+ UNUSED(data);
+ UNUSED(length);
+ UNUSED(returned);
+ UNUSED(flags);
+
+ return (ISC_R_NOTIMPLEMENTED);
+#endif
+}

#endif /* OPENSSL */
/*! \file */
diff --git a/lib/dns/pkcs11.c b/lib/dns/pkcs11.c
index 6b30309..20552fa 100644
--- a/lib/dns/pkcs11.c
+++ b/lib/dns/pkcs11.c
@@ -13,12 +13,15 @@

#include <config.h>

+#include <isc/util.h>
+
#include <dns/log.h>
#include <dns/result.h>

#include <pk11/pk11.h>
#include <pk11/internal.h>

+#include "dst_internal.h"
#include "dst_pkcs11.h"

isc_result_t
@@ -34,12 +37,32 @@ dst__pkcs11_toresult(const char *funcname, const char
 *file, int line,
 return (fallback);
}

+isc_result_t
+dst_random_getdata(void *data, unsigned int length,
+     unsigned int *returned, unsigned int flags) {
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ isc_result_t ret;

-#else /* PKCS11CRYPTO */
+#ifndef DONT_REQUIRE_DST_LIB_INIT
+ INSIST(dst__memory_pool != NULL);
+#endif
```

```
+ REQUIRE(data != NULL);
+ REQUIRE(length > 0);
+ UNUSED(flags);

-#include <isc/util.h>
+ ret = pk11_rand_bytes(data, (int) length);
+ if ((ret == ISC_R_SUCCESS) && (returned != NULL))
+  *returned = length;
+ return (ret);
+#else
+ UNUSED(data);
+ UNUSED(length);
+ UNUSED(returned);
+ UNUSED(flags);

-EMPTY_TRANSLATION_UNIT
+ return (ISC_R_NOTIMPLEMENTED);
+#endif
+}

#endif /* PKCS11CRYPTO */
/*! \file */
diff --git a/lib/dns/tests/Kyuafile b/lib/dns/tests/Kyuafile
index 937b548..f3c0e38 100644
--- a/lib/dns/tests/Kyuafile
+++ b/lib/dns/tests/Kyuafile
@@ -10,6 +10,7 @@ tap_test_program{name='dh_test'}
tap_test_program{name='dispatch_test'}
tap_test_program{name='dnstap_test'}
 tap_test_program{name='dst_test'}
+tap_test_program{name='dstrandom_test'}
tap_test_program{name='geoip_test'}
tap_test_program{name='gost_test'}
tap_test_program{name='keytable_test'}
diff --git a/lib/dns/tests/Makefile.in b/lib/dns/tests/Makefile.in
index 4126372..30cab17 100644
--- a/lib/dns/tests/Makefile.in
+++ b/lib/dns/tests/Makefile.in
@@ -37,6 +37,7 @@ SRCS =  acl_test.c \
  dnstap_test.c \
  dst_test.c \
  dnstest.c \
+  dstrandom_test.c \
  geoip_test.c \
  gost_test.c \
  keytable_test.c \
@@ -69,6 +70,7 @@ TARGETS = acl_test@EXEEXT@ \
  dh_test@EXEEXT@ \
```

```
 dispatch_test@EXEEXT@ \
 dnstap_test@EXEEXT@ \
+  dstrandom_test@EXEEXT@ \
 dst_test@EXEEXT@ \
 geoip_test@EXEEXT@ \
 gost_test@EXEEXT@ \
@@ -258,6 +260,11 @@ zt_test@EXEEXT@: zt_test.@O@ dnstest.@O@ ${ISCDEPLIBS} ${DNSDEPLIBS}
 ${LDFLAGS} -o $@ zt_test.@O@ dnstest.@O@ \
 ${DNSLIBS} ${ISCLIBS} ${LIBS}

+dstrandom_test@EXEEXT@: dstrandom_test.@O@ ${ISCDEPLIBS} ${DNSDEPLIBS}
+ ${LIBTOOL_MODE_LINK}
 ${PURIFY} ${CC} ${CFLAGS} ${LDFLAGS} -o $@ \
+   dstrandom_test.@O@ ${DNSLIBS} \
+   ${ISCLIBS} ${ISCPK11LIBS} ${LIBS}
+
 unit::
  sh ${top_builddir}/unit/unittest.sh

diff --git a/lib/dns/tests/dstrandom_test.c b/lib/dns/tests/dstrandom_test.c
new file mode 100644
index 0000000..bd3d164
--- /dev/null
+++ b/lib/dns/tests/dstrandom_test.c
@@ -0,0 +1,115 @@
+/*
+ * Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+ *
+ * This Source Code Form is subject to the terms of the Mozilla Public
+ * License, v. 2.0. If a copy of the MPL was not distributed with this
+ * file, You can obtain one at http://mozilla.org/MPL/2.0/.
+ *
+ * See the COPYRIGHT file distributed with this work for additional
+ * information regarding copyright ownership.
+ */
+
+#include <config.h>
+
+#if HAVE_CMOCKA
+
+#include <stdarg.h>
+#include <stddef.h>
+#include <setjmp.h>
+
+#include <stdlib.h>
+#include <stdio.h>
+#include <string.h>
+#include <unistd.h>
```

```
+
+#define UNIT_TESTING
+#include
 <cmocka.h>
+
+#include <isc/entropy.h>
+#include <isc/mem.h>
+#include <isc/print.h>
+#include <isc/platform.h>
+#include <isc/util.h>
+
+#include <dst/dst.h>
+
+isc_mem_t *mctx = NULL;
+isc_entropy_t *ectx = NULL;
+unsigned char buffer[128];
+
+/* isc_entropy_getdata() examples */
+static void
+isc_entropy_getdata_test(void **state) {
+ isc_result_t result;
+ unsigned int returned, status;
+ const char *randomfile = "testdata/dstrandom/random.data";
+ int ret;
+
+ UNUSED(state);
+
+ isc_mem_debugging |= ISC_MEM_DEBUGRECORD;
+ result = isc_mem_create(0, 0, &mctx);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ result = isc_entropy_create(mctx, &ectx);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ result = dst_lib_init(mctx, ectx, 0);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ isc_entropy_usehook(ectx, true);
+
+ returned = 0;
+ result = isc_entropy_getdata(ectx, buffer, sizeof(buffer),
+         &returned, 0);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ assert_int_equal(returned,
 sizeof(buffer));
+
+ status = isc_entropy_status(ectx);
+ assert_int_equal(status, 0);
+
```

```
+ isc_entropy_usehook(ectx, false);
+#endif
+
+ ret = chdir(TESTS);
+ assert_int_equal(ret, 0);
+
+ result = isc_entropy_createfilesource(ectx, randomfile);
+ assert_int_equal(result, ISC_R_SUCCESS);
+
+ returned = 0;
+ result = isc_entropy_getdata(ectx, buffer, sizeof(buffer),
+         &returned, 0);
+ assert_int_equal(result, ISC_R_SUCCESS);
+ assert_int_equal(returned, sizeof(buffer));
+
+ status = isc_entropy_status(ectx);
+ assert_true(status > 0);
+
+ dst_lib_destroy();
+ isc_entropy_detach(&ectx);
+ assert_null(ectx);
+
+ isc_mem_destroy(&mctx);
+ assert_null(mctx);
+}
+
+int
+main(void) {
+ const struct CMUnitTest tests[] = {
+  cmocka_unit_test(isc_entropy_getdata_test),
+ };
+
+ return (cmocka_run_group_tests(tests, NULL, NULL));
+}
+
+#else /* HAVE_CMOCKA */
+
+#include <stdio.h>
+
+int
+main(void) {
+ printf("1..0 # Skipped: cmocka not available\n");
+ return
 (0);
+}
+
+#endif
diff --git a/lib/dns/win32/libdns.def.in b/lib/dns/win32/libdns.def.in
```

```
index 9c2ef79..f597049 100644
--- a/lib/dns/win32/libdns.def.in
+++ b/lib/dns/win32/libdns.def.in
@@ -1487,6 +1487,13 @@ dst_lib_destroy
dst_lib_init
dst_lib_init2
dst_lib_initmsgcat
+@IF PKCS11
+dst_random_getdata
+@ELSE PKCS11
+@IF OPENSSL
+dst_random_getdata
+@END OPENSSL
+@END PKCS11
dst_region_computeid
dst_region_computerid
dst_result_register
diff --git a/lib/isc/entropy.c b/lib/isc/entropy.c
index 0c1f3ed..fdd17d7 100644
--- a/lib/isc/entropy.c
+++ b/lib/isc/entropy.c
@@ -104,11 +104,15 @@ struct isc_entropy {
 uint32_t   initialized;
 uint32_t   initcount;
 isc_entropypool_t  pool;
+ bool    usehook;
 unsigned int   nsources;
 isc_entropysource_t        *nextsource;
 ISC_LIST(isc_entropysource_t) sources;
};

+/*% Global Hook */
+static isc_entropy_getdata_t hook;
+
/*% Sample Queue */
typedef struct {
 uint32_t last_time; /*%< last time recorded */
@@ -557,6 +561,11
 @@ isc_entropy_getdata(isc_entropy_t *ent, void *data, unsigned int length,

 LOCK(&ent->lock);

+ if (ent->usehook && (hook != NULL)) {
+  UNLOCK(&ent->lock);
+  return (hook(data, length, returned, flags));
+ }
+
 remain = length;
```

```
 buf = data;
 total = 0;
@@ -708,6 +717,7 @@ isc_entropy_create(isc_mem_t *mctx, isc_entropy_t **entp) {
 ent->refcnt = 1;
 ent->initialized = 0;
 ent->initcount = 0;
+ ent->usehook = false;
 ent->magic = ENTROPY_MAGIC;

 isc_entropypool_init(&ent->pool);
@@ -1286,3 +1296,17 @@ isc_entropy_usebestsource(isc_entropy_t *ectx, isc_entropysource_t **source,
  */
 return (final_result);
 }
+
+void
+isc_entropy_usehook(isc_entropy_t *ectx, bool onoff) {
+ REQUIRE(VALID_ENTROPY(ectx));
+
+ LOCK(&ectx->lock);
+ ectx->usehook = onoff;
+ UNLOCK(&ectx->lock);
+}
+
+void
+isc_entropy_sethook(isc_entropy_getdata_t myhook) {
+ hook = myhook;
+}
diff --git a/lib/isc/include/isc/entropy.h b/lib/isc/include/isc/entropy.h
index b5bc956..f32c9dc 100644
--- a/lib/isc/include/isc/entropy.h
+++
 b/lib/isc/include/isc/entropy.h
@@ -302,6 +302,18 @@ isc_entropy_usebestsource(isc_entropy_t *ectx, isc_entropysource_t **source,
 * isc_entropy_createcallbacksource().
 */

+void
+isc_entropy_usehook(isc_entropy_t *ectx, bool onoff);
+/*!<
+ * \brief Mark/unmark the given entropy structure as being hooked.
+ */
+
+void
+isc_entropy_sethook(isc_entropy_getdata_t myhook);
+/*!<
+ * \brief Set the getdata hook (e.g., for a crypto random generator).
+ */
```

```
+
ISC_LANG_ENDDECLS

#endif /* ISC_ENTROPY_H */
diff --git a/lib/isc/include/isc/platform.h.in b/lib/isc/include/isc/platform.h.in
index 2bf8758..f4c684e 100644
--- a/lib/isc/include/isc/platform.h.in
+++ b/lib/isc/include/isc/platform.h.in
@@ -359,6 +359,11 @@
 */
@ISC_PLATFORM_HAVESTRINGSH@

+/*
+ * Define if the random functions are provided by crypto.
+ */
+@ISC_PLATFORM_CRYPTORANDOM@
+
/*
 * Define if the hash functions must be provided by OpenSSL.
 */
diff --git a/lib/isc/include/isc/types.h
 b/lib/isc/include/isc/types.h
index 3bdd54f..d5acd39 100644
--- a/lib/isc/include/isc/types.h
+++ b/lib/isc/include/isc/types.h
@@ -95,6 +95,8 @@ typedef struct isc_time   isc_time_t;  /*%< Time */
typedef struct isc_timer  isc_timer_t;  /*%< Timer */
typedef struct isc_timermgr  isc_timermgr_t;  /*%< Timer Manager */

+typedef isc_result_t (*isc_entropy_getdata_t)(void *, unsigned int,
+          unsigned int *, unsigned int);
typedef void (*isc_taskaction_t)(isc_task_t *, isc_event_t *);
typedef int (*isc_sockfdwatch_t)(isc_task_t *, isc_socket_t *, void *, int);

diff --git a/lib/isc/pk11.c b/lib/isc/pk11.c
index 227f807..4a63fdf 100644
--- a/lib/isc/pk11.c
+++ b/lib/isc/pk11.c
@@ -321,14 +321,16 @@ pk11_rand_seed_fromfile(const char *randomfile) {
 ret = isc_stdio_open(randomfile, "r", &stream);
 if (ret != ISC_R_SUCCESS)
  goto cleanup;
- ret = isc_stdio_read(seed, 1, SEEDSIZE, stream, &cc);
- if (ret!= ISC_R_SUCCESS)
-  goto cleanup;
+ while (ret == ISC_R_SUCCESS) {
+  ret
```

```
 = isc_stdio_read(seed, 1, SEEDSIZE, stream, &cc);
+  if ((ret != ISC_R_SUCCESS) && (ret != ISC_R_EOF))
+   goto cleanup;
+  (void) pkcs_C_SeedRandom(ctx.session, seed, (CK_ULONG) cc);
+ }
 ret = isc_stdio_close(stream);
 stream = NULL;
- if (ret!= ISC_R_SUCCESS)
+ if (ret != ISC_R_SUCCESS)
  goto cleanup;
- (void) pkcs_C_SeedRandom(ctx.session, seed, (CK_ULONG) cc);

    cleanup:
 if (stream != NULL)
diff --git a/lib/isc/win32/include/isc/platform.h.in b/lib/isc/win32/include/isc/platform.h.in
index 1f785e0..f9051c3 100644
--- a/lib/isc/win32/include/isc/platform.h.in
+++ b/lib/isc/win32/include/isc/platform.h.in
@@ -73,6 +73,11 @@
#define ISC_PLATFORM_NORETURN_PRE __declspec(noreturn)
#define ISC_PLATFORM_NORETURN_POST

+/*
+ * Define if the random functions are provided by crypto.
+ */
+@ISC_PLATFORM_CRYPTORANDOM@
+
/*
 * Define if the hash functions must be provided by OpenSSL.
 */
diff --git a/win32utils/Configure b/win32utils/Configure
index 7ac30fb..55b6c23 100644
---
 a/win32utils/Configure
+++ b/win32utils/Configure
@@ -382,6 +382,7 @@ my @substdefh = ("ALLOW_FILTER_AAAA",
my %configdefp;

my @substdefp = ("ISC_PLATFORM_BUSYWAITNOP",
+                 "ISC_PLATFORM_CRYPTORANDOM",
                  "ISC_PLATFORM_HAVEATOMICSTORE",
                  "ISC_PLATFORM_HAVEATOMICSTOREQ",
                  "ISC_PLATFORM_HAVECMPXCHG",
@@ -516,7 +517,8 @@ my @allcond = (@substcond, "NOTYET", "NOLONGER");

# enable-xxx/disable-xxx

-my @enablelist = ("developer",
```

```
+my @enablelist = ("crypto-rand",
+                  "developer",
                   "fixed-rrset",
                   "intrinsics",
                   "native-pkcs11",
@@ -578,6 +580,7 @@ my @help = (
"\nOptional Features:\n",
"  enable-intrinsics     enable intrinsic/atomic functions [default=yes]\n",
"  enable-native-pkcs11  use native PKCS#11 for all crypto [default=no]\n",
+"  enable-crypto-rand    use crypto provider for random [default=yes]\n",
"  enable-openssl-hash   use OpenSSL
 for hash functions [default=yes]\n",
"  enable-filter-aaaa    enable filtering of AAAA records [default=yes]\n",
"  enable-fixed-rrset    enable fixed rrset ordering [default=no]\n",
@@ -625,7 +628,9 @@ my $want_clean = "no";
my $want_unknown = "no";
my $unknown_value;
my $enable_intrinsics = "yes";
+my $cryptolib = "";
my $enable_native_pkcs11 = "no";
+my $enable_crypto_rand = "yes";
my $enable_openssl_hash = "auto";
my $enable_filter_aaaa = "yes";
my $enable_fixed_rrset = "no";
@@ -844,6 +849,10 @@ sub myenable {
        if ($val =~ /^yes$/i) {
            $enable_native_pkcs11 = "yes";
        }
+    } elsif ($key =~ /^crypto-rand$/i) {
+        if ($val =~ /^no$/i) {
+            $enable_crypto_rand = "no";
+        }
    } elsif ($key =~ /^openssl-hash$/i) {
        if ($val =~ /^yes$/i) {
            $enable_openssl_hash = "yes";
@@ -1146,6 +1155,11 @@ if ($verbose) {
    } else {
        print "native-pkcs11: disabled\n";
    }
+    if ($enable_crypto_rand
 eq "yes") {
+        print "crypto-rand: enabled\n";
+    } else {
+        print "crypto-rand: disabled\n";
+    }
    if ($enable_openssl_hash eq "yes") {
        print "openssl-hash: enabled\n";
    } else {
```

```
@@ -1498,6 +1512,7 @@ if ($enable_intrinsics eq "yes") {

# enable-native-pkcs11
if ($enable_native_pkcs11 eq "yes") {
+    $cryptolib = "pkcs11";
    if ($use_openssl eq "auto") {
        $use_openssl = "no";
    }
@@ -1707,6 +1722,7 @@ if ($use_openssl eq "yes") {
        $openssl_dll = File::Spec->catdir($openssl_path, "@dirlist[0]");
    }

+    $cryptolib = "openssl";
    $configcond{"OPENSSL"} = 1;
    $configdefd{"CRYPTO"} = "OPENSSL";
    $configvar{"OPENSSL_PATH"} = "$openssl_path";
@@ -2278,6 +2294,15 @@ if ($use_aes eq "yes") {
}


+# enable-crypto-rand
+if ($enable_crypto_rand eq "yes") {
+    if (($use_openssl eq "no") && ($enable_native_pkcs11 eq "no")) {
+        die "No crypto provider for random functions\n";
+    }
+    $configdefp{"ISC_PLATFORM_CRYPTORANDOM"}
 = "\"$cryptolib\"";
+}
+print "Cryptographic library for DNSSEC: $cryptolib";
+
# enable-openssl-hash
if ($enable_openssl_hash eq "yes") {
    if ($use_openssl eq "no") {
@@ -3650,6 +3675,7 @@ exit 0;
#  --enable-developer partially supported
#  --enable-newstats (9.9/9.9sub only)
#  --enable-native-pkcs11 supported
+#  --enable-crypto-rand supported
#  --enable-openssl-version-check included without a way to disable it
#  --enable-openssl-hash supported
#  --enable-threads included without a way to disable it
--
2.31.1
```

Found in path(s):
* /bind-zip/bind/SOURCES/bind-9.11-rt31459.patch
No license file was found, but licenses were detected in source scan.

From 800ef75553881527e2406f22887e976bb1ba3bfe Mon Sep 17 00:00:00 2001
From: Mark Andrews <marka@isc.org>
Date: Tue, 18 Jan 2022 00:19:47 +1100
Subject: [PATCH] Add tests for forwarder cache poisoning scenarios

- Check that an NS in an authority section returned from a forwarder
 which is above the name in a configured "forward first" or "forward
 only" zone (i.e., net/NS in a response from a forwarder configured for
 local.net) is not cached.
- Test that a DNAME for a parent domain will not be cached when sent
 in a response from a forwarder configured to answer for a child.
- Check that glue is rejected if its name falls below that of zone
 configured locally.
- Check that an extra out-of-bailiwick data in the answer section is
 not cached (this was already working correctly, but was not explicitly
 tested before).

- v9_11 backport: Revert primary/secondary to master/slave,
 backport rndc helper, backport
 ns8 config.

(cherry picked from commit bf3fffff67e1de78e9387a93674d471bf4291604)
(cherry picked from commit 29f08170f05c2c96fb67f3b561b46aa0bae356f7)
---
bin/tests/system/forward/ans11/ans.py | 136 ++++++++++++++++++
bin/tests/system/forward/clean.sh | 2 +
bin/tests/system/forward/ns1/diditwork.net.db | 20 +++
bin/tests/system/forward/ns1/named.conf.in | 20 +++
bin/tests/system/forward/ns1/net.example.lll | 13 ++
bin/tests/system/forward/ns1/spoofed.net.db | 20 +++
bin/tests/system/forward/ns1/sub.local.net.db | 20 +++
bin/tests/system/forward/ns10/fakenet.zone | 15 ++
bin/tests/system/forward/ns10/fakenet2.zone | 13 ++
.../system/forward/ns10/fakesublocalnet.zone | 13 ++
.../system/forward/ns10/fakesublocaltld.zone | 13 ++
bin/tests/system/forward/ns10/named.conf.in | 51 +++++++
bin/tests/system/forward/ns10/net.example.lll | 13 ++
bin/tests/system/forward/ns10/spoofednet.zone | 14 ++
bin/tests/system/forward/ns4/named.conf.in
 | 5 +
bin/tests/system/forward/ns4/sibling.tld.db | 20 +++
bin/tests/system/forward/ns8/named.conf.in | 33 +++++
bin/tests/system/forward/ns8/root.db | 11 ++
bin/tests/system/forward/ns8/sub.local.tld.db | 13 ++
bin/tests/system/forward/ns9/local.net.db | 14 ++
bin/tests/system/forward/ns9/local.tld.db | 13 ++
bin/tests/system/forward/ns9/named1.conf.in | 65 +++++++++
bin/tests/system/forward/ns9/named2.conf.in | 68 +++++++++

```
bin/tests/system/forward/ns9/named3.conf.in   |  48 +++++++
bin/tests/system/forward/ns9/named4.conf.in   |  45 ++++++
bin/tests/system/forward/ns9/root.db          |  11 ++
bin/tests/system/forward/prereq.sh            |  14 ++
bin/tests/system/forward/setup.sh             |   3 +
bin/tests/system/forward/tests.sh             | 126 ++++++++++++++++
bin/tests/system/ifconfig.sh                  |   8 +-
30 files changed, 856 insertions(+), 4 deletions(-)
create mode 100644 bin/tests/system/forward/ans11/ans.py
 create mode 100644 bin/tests/system/forward/ns1/diditwork.net.db
create mode 100644 bin/tests/system/forward/ns1/net.example.lll
create mode 100644 bin/tests/system/forward/ns1/spoofed.net.db
create mode 100644 bin/tests/system/forward/ns1/sub.local.net.db
create mode 100644 bin/tests/system/forward/ns10/fakenet.zone
create mode 100644 bin/tests/system/forward/ns10/fakenet2.zone
create mode 100644 bin/tests/system/forward/ns10/fakesublocalnet.zone
create mode 100644 bin/tests/system/forward/ns10/fakesublocaltld.zone
create mode 100644 bin/tests/system/forward/ns10/named.conf.in
create mode 100644 bin/tests/system/forward/ns10/net.example.lll
create mode 100644 bin/tests/system/forward/ns10/spoofednet.zone
create mode 100644 bin/tests/system/forward/ns4/sibling.tld.db
create mode 100644 bin/tests/system/forward/ns8/named.conf.in
create mode 100644 bin/tests/system/forward/ns8/root.db
create mode 100644 bin/tests/system/forward/ns8/sub.local.tld.db
create mode 100644
 bin/tests/system/forward/ns9/local.net.db
create mode 100644 bin/tests/system/forward/ns9/local.tld.db
create mode 100644 bin/tests/system/forward/ns9/named1.conf.in
create mode 100644 bin/tests/system/forward/ns9/named2.conf.in
create mode 100644 bin/tests/system/forward/ns9/named3.conf.in
create mode 100644 bin/tests/system/forward/ns9/named4.conf.in
create mode 100644 bin/tests/system/forward/ns9/root.db

diff --git a/bin/tests/system/forward/ans11/ans.py b/bin/tests/system/forward/ans11/ans.py
new file mode 100644
index 0000000000..2956cf6eff
--- /dev/null
+++ b/bin/tests/system/forward/ans11/ans.py
@@ -0,0 +1,136 @@
+############################################################################
+# Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+#
+# This Source Code Form is subject to the terms of the Mozilla Public
+# License, v. 2.0. If a copy of the MPL was not distributed with this
+# file, you can obtain one at https://mozilla.org/MPL/2.0/.
+#
+# See the COPYRIGHT
```

```
 file distributed with this work for additional
+# information regarding copyright ownership.
+############################################################################
+
+from __future__ import print_function
+import os
+import sys
+import signal
+import socket
+import select
+from datetime import datetime, timedelta
+import time
+import functools
+
+import dns, dns.message, dns.query, dns.flags
+from dns.rdatatype import *
+from dns.rdataclass import *
+from dns.rcode import *
+from dns.name import *
+
+# Log query to file
+def logquery(type, qname):
+    with open("qlog", "a") as f:
+        f.write("%s %s\n", type, qname)
+
+############################################################################
+# Respond to a DNS query.
+############################################################################
+def create_response(msg):
+    m = dns.message.from_wire(msg)
+    qname = m.question[0].name.to_text()
+    rrtype = m.question[0].rdtype
+    typename = dns.rdatatype.to_text(rrtype)
+
+
   with open("query.log", "a") as f:
+        f.write("%s %s\n" % (typename, qname))
+        print("%s %s" % (typename, qname), end=" ")
+
+    r = dns.message.make_response(m)
+    r.set_rcode(NOERROR)
+    if rrtype == A:
+        tld=qname.split('.')[-2] + '.'
+        ns="local." + tld
+        r.answer.append(dns.rrset.from_text(qname, 300, IN, A, "10.53.0.11"))
+        r.answer.append(dns.rrset.from_text(tld, 300, IN, NS, "local." + tld))
+        r.additional.append(dns.rrset.from_text(ns, 300, IN, A, "10.53.0.11"))
+    elif rrtype == NS:
```

```
+        r.answer.append(dns.rrset.from_text(qname, 300, IN, NS, "."))
+    elif rrtype == SOA:
+        r.answer.append(dns.rrset.from_text(qname, 300, IN, SOA, ". . 0 0 0 0 0"))
+    else:
+        r.authority.append(dns.rrset.from_text(qname, 300, IN, SOA, ". . 0 0 0 0 0"))
+    r.flags |= dns.flags.AA
+    return r
+
+def sigterm(signum, frame):
+    print ("Shutting down now...")
+    os.remove('ans.pid')
+    running
 = False
+    sys.exit(0)
+
+################################################################################
+# Main
+#
+# Set up responder and control channel, open the pid file, and start
+# the main loop, listening for queries on the query channel or commands
+# on the control channel and acting on them.
+################################################################################
+ip4 = "10.53.0.11"
+ip6 = "fd92:7065:b8e:ffff::11"
+
+try: port=int(os.environ['PORT'])
+except: port=5300
+
+query4_socket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
+query4_socket.bind((ip4, port))
+havev6 = True
+try:
+    query6_socket = socket.socket(socket.AF_INET6, socket.SOCK_DGRAM)
+    try:
+        query6_socket.bind((ip6, port))
+    except:
+        query6_socket.close()
+        havev6 = False
+except:
+    havev6 = False
+signal.signal(signal.SIGTERM, sigterm)
+
+f = open('ans.pid', 'w')
+pid = os.getpid()
+print (pid, file=f)
+f.close()
+
+running = True
```

```
+
+print ("Listening on %s port
 %d" % (ip4, port))
+if havev6:
+    print ("Listening on %s port %d" % (ip6, port))
+print ("Ctrl-c to quit")
+
+if havev6:
+    input = [query4_socket, query6_socket]
+else:
+    input = [query4_socket]
+
+while running:
+    try:
+        inputready, outputready, exceptready = select.select(input, [], [])
+    except select.error as e:
+        break
+    except socket.error as e:
+        break
+    except KeyboardInterrupt:
+        break
+
+    for s in inputready:
+        if s == query4_socket or s == query6_socket:
+            print ("Query received on %s" %
+                   (ip4 if s == query4_socket else ip6), end=" ")
+            # Handle incoming queries
+            msg = s.recvfrom(65535)
+            rsp = create_response(msg[0])
+            if rsp:
+                print(dns.rcode.to_text(rsp.rcode()))
+                s.sendto(rsp.to_wire(), msg[1])
+            else:
+                print("NO RESPONSE")
+    if not running:
+        break
diff --git a/bin/tests/system/forward/clean.sh
 b/bin/tests/system/forward/clean.sh
index 26e4e76db6..26a550db49 100644
--- a/bin/tests/system/forward/clean.sh
+++ b/bin/tests/system/forward/clean.sh
@@ -10,8 +10,10 @@
#
# Clean up after forward tests.
#
+rm -f ./ans11/query.log
rm -f ./dig.out.*
rm -f ./*/named.conf
```

```
rm -f ./*/named.memstats
rm -f ./*/named.run ./*/named.run.prev
+rm -f ./*/named_dump.db
rm -f ./ns*/named.lock
diff --git a/bin/tests/system/forward/ns1/diditwork.net.db b/bin/tests/system/forward/ns1/diditwork.net.db
new file mode 100644
index 0000000000..be9a7f72bc
--- /dev/null
+++ b/bin/tests/system/forward/ns1/diditwork.net.db
@@ -0,0 +1,20 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+;
+; This Source Code Form is subject to the terms of the Mozilla Public
+; License, v. 2.0. If a copy of the MPL was not distributed with this
+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+; See the COPYRIGHT file distributed with this work for additional
+; information
 regarding copyright ownership.
+
+$TTL 300 ; 5 minutes
+@   IN SOA ns root (
+    2000082401 ; serial
+    1800       ; refresh (30 minutes)
+    1800       ; retry (30 minutes)
+    1814400    ; expire (3 weeks)
+    3600       ; minimum (1 hour)
+    )
+   NS ns
+   TXT "recursed"
+ns   A 10.53.0.1
diff --git a/bin/tests/system/forward/ns1/named.conf.in b/bin/tests/system/forward/ns1/named.conf.in
index 9904f37ef5..1c31d84608 100644
--- a/bin/tests/system/forward/ns1/named.conf.in
+++ b/bin/tests/system/forward/ns1/named.conf.in
@@ -54,3 +54,23 @@ zone "example5." {
zone "example6" {
 type forward;
};
+
+zone "diditwork.net" {
+ type master;
+ file "diditwork.net.db";
+};
+
+zone "spoofed.net" {
+ type master;
+ file "spoofed.net.db";
```

```
+};
+
+zone "sub.local.net" {
+ type master;
+ file "sub.local.net.db";
+};
+
+zone "net.example.lll" {
+ type master;
+ file "net.example.lll";
+};
diff --git a/bin/tests/system/forward/ns1/net.example.lll b/bin/tests/system/forward/ns1/net.example.lll
new
 file mode 100644
index 0000000000..d179853fa5
--- /dev/null
+++ b/bin/tests/system/forward/ns1/net.example.lll
@@ -0,0 +1,13 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+;
+; This Source Code Form is subject to the terms of the Mozilla Public
+; License, v. 2.0. If a copy of the MPL was not distributed with this
+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+; See the COPYRIGHT file distributed with this work for additional
+; information regarding copyright ownership.
+
+$TTL 86400
+net.example.lll.  SOA . . 0 0 0 0 0
+net.example.lll.  NS attackSecureDomain.net.
+didItWork.net.example.lll. TXT "if you can see this record the attack worked"
diff --git a/bin/tests/system/forward/ns1/spoofed.net.db b/bin/tests/system/forward/ns1/spoofed.net.db
new file mode 100644
index 0000000000..d498d5fa0d
--- /dev/null
+++ b/bin/tests/system/forward/ns1/spoofed.net.db
@@ -0,0 +1,20 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+;
+;
 This Source Code Form is subject to the terms of the Mozilla Public
+; License, v. 2.0. If a copy of the MPL was not distributed with this
+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+; See the COPYRIGHT file distributed with this work for additional
+; information regarding copyright ownership.
+
+$TTL 300 ; 5 minutes
```

```
+@   IN SOA ns root (
+    2000082401 ; serial
+    1800       ; refresh (30 minutes)
+    1800       ; retry (30 minutes)
+    1814400    ; expire (3 weeks)
+    3600       ; minimum (1 hour)
+    )
+   NS ns
+ns   A 10.53.0.1
+sub   TXT "recursed"
diff --git a/bin/tests/system/forward/ns1/sub.local.net.db b/bin/tests/system/forward/ns1/sub.local.net.db
new file mode 100644
index 0000000000..be9a7f72bc
--- /dev/null
+++ b/bin/tests/system/forward/ns1/sub.local.net.db
@@ -0,0 +1,20 @@
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+
+$TTL 300 ; 5 minutes
+@   IN SOA ns root (
+    2000082401 ; serial
+    1800       ; refresh (30 minutes)
+    1800       ; retry (30 minutes)
+    1814400    ; expire (3 weeks)
+    3600       ; minimum (1 hour)
+    )
+   NS ns
+   TXT "recursed"
+ns   A 10.53.0.1
diff --git a/bin/tests/system/forward/ns10/fakenet.zone b/bin/tests/system/forward/ns10/fakenet.zone
new file mode 100644
index 0000000000..14e5c777cb
--- /dev/null
+++ b/bin/tests/system/forward/ns10/fakenet.zone
@@ -0,0 +1,15 @@
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```

```
+;
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+
+$TTL 86400
+net.   SOA . . 0 0 0 0 0
+net.   NS attackSecureDomain.net.
+attackSecureDomain.net. A 10.53.0.10
+didItWork.net.  TXT "if you can see this record the attack worked"
+ns.spoofed.net.  A 10.53.0.10
diff --git a/bin/tests/system/forward/ns10/fakenet2.zone b/bin/tests/system/forward/ns10/fakenet2.zone
new file mode 100644
index 0000000000..7ca28a934e
--- /dev/null
+++ b/bin/tests/system/forward/ns10/fakenet2.zone
@@ -0,0 +1,13 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
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+; information regarding copyright ownership.
+
+$TTL 86400
+net2.   SOA . . 0 0 0 0 0
+net2.   NS attackSecureDomain.net.
+net2.   DNAME net.example.lll.
diff
 --git a/bin/tests/system/forward/ns10/fakesublocalnet.zone b/bin/tests/system/forward/ns10/fakesublocalnet.zone
new file mode 100644
index 0000000000..6caa071891
--- /dev/null
+++ b/bin/tests/system/forward/ns10/fakesublocalnet.zone
@@ -0,0 +1,13 @@
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+;
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+; information regarding copyright ownership.
+
+$TTL 86400
+sub.local.net.  SOA . . 0 0 0 0 0
```

```
+sub.local.net.  NS ns.spoofed.net.
+sub.local.net.  TXT "if you see this attacker overrode local delegation"
diff --git a/bin/tests/system/forward/ns10/fakesublocaltld.zone b/bin/tests/system/forward/ns10/fakesublocaltld.zone
new file mode 100644
index 0000000000..6a431de47f
---
 /dev/null
+++ b/bin/tests/system/forward/ns10/fakesublocaltld.zone
@@ -0,0 +1,13 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
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+
+sub.local.tld.  3600 IN SOA . . 0 0 0 0 0
+sub.local.tld.  3600 IN NS ns.sub.local.tld.
+sub.local.tld.  3600 IN TXT bad
+ns.sub.local.tld. 3600 IN A 10.53.0.8
diff --git a/bin/tests/system/forward/ns10/named.conf.in b/bin/tests/system/forward/ns10/named.conf.in
new file mode 100644
index 0000000000..025c108418
--- /dev/null
+++ b/bin/tests/system/forward/ns10/named.conf.in
@@ -0,0 +1,51 @@
+/*
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+ */
+
+options {
+ query-source address 10.53.0.10;
+ notify-source 10.53.0.10;
+ transfer-source 10.53.0.10;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.10; };
+ listen-on-v6 { none; };
```

```
+ minimal-responses no;
+};
+
+zone "net." {
+ type master;
+ file "fakenet.zone";
+};
+
+zone "spoofed.net." {
+ type master;
+ file "spoofednet.zone";
+};
+
+zone "sub.local.net." {
+ type master;
+ file "fakesublocalnet.zone";
+};
+
+zone "net2" {
+ type master;
+ file "fakenet2.zone";
+};
+
+zone "net.example.lll" {
+ type master;
+ file "net.example.lll";
+};
+
+zone "sub.local.tld." {
+ type master;
+ file "fakesublocaltld.zone";
+};
diff --git a/bin/tests/system/forward/ns10/net.example.lll b/bin/tests/system/forward/ns10/net.example.lll
new
 file mode 100644
index 0000000000..d179853fa5
--- /dev/null
+++ b/bin/tests/system/forward/ns10/net.example.lll
@@ -0,0 +1,13 @@
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+
```

```
+$TTL 86400
+net.example.lll.  SOA . . 0 0 0 0 0
+net.example.lll.  NS attackSecureDomain.net.
+didItWork.net.example.lll. TXT "if you can see this record the attack worked"
diff --git a/bin/tests/system/forward/ns10/spoofednet.zone b/bin/tests/system/forward/ns10/spoofednet.zone
new file mode 100644
index 0000000000..13921a08cd
--- /dev/null
+++ b/bin/tests/system/forward/ns10/spoofednet.zone
@@ -0,0 +1,14 @@
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+;
+; See the COPYRIGHT file distributed with this work for additional
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+
+$TTL 86400
+spoofed.net.  SOA . . 0 0 0 0 0
+spoofed.net.  NS ns.spoofed.net.
+ns.spoofed.net.  A 10.53.0.10
+spoofed.net.  TXT "this record is clearly spoofed"
diff --git a/bin/tests/system/forward/ns4/named.conf.in b/bin/tests/system/forward/ns4/named.conf.in
index d42a9eb797..6db65e71bc 100644
--- a/bin/tests/system/forward/ns4/named.conf.in
+++ b/bin/tests/system/forward/ns4/named.conf.in
@@ -60,3 +60,8 @@ zone "malicious." {
 type master;
 file "malicious.db";
};
+
+zone "sibling.tld" {
+ type master;
+ file "sibling.tld.db";
+};
diff --git a/bin/tests/system/forward/ns4/sibling.tld.db b/bin/tests/system/forward/ns4/sibling.tld.db
new file mode 100644
index
 0000000000..58037d093b
--- /dev/null
+++ b/bin/tests/system/forward/ns4/sibling.tld.db
@@ -0,0 +1,20 @@
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```

```
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+
+$TTL    86400
+@       IN      SOA     malicious. admin.malicious. (
+                        1       ; Serial
+                      604800        ; Refresh
+                       86400        ; Retry
+                     2419200        ; Expire
+                       86400 )      ; Negative Cache TTL
+
+@          IN    NS      ns
+
+ns         IN    A       10.53.0.4
diff --git a/bin/tests/system/forward/ns8/named.conf.in b/bin/tests/system/forward/ns8/named.conf.in
new
 file mode 100644
index 0000000000..9260f69ded
--- /dev/null
+++ b/bin/tests/system/forward/ns8/named.conf.in
@@ -0,0 +1,33 @@
+/*
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+ */
+
+options {
+ query-source address 10.53.0.8;
+ notify-source 10.53.0.8;
+ transfer-source 10.53.0.8;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.8; };
+ listen-on-v6 { none; };
+ forwarders { 10.53.0.2; }; // returns referrals
+ forward first;
+ dnssec-validation yes;
+};
+
```

```
+zone "." {
+ type hint;
+ file "root.db";
+};
+
+zone "sub.local.tld" {
+ type master;
+ file "sub.local.tld.db";
+};
diff --git a/bin/tests/system/forward/ns8/root.db b/bin/tests/system/forward/ns8/root.db
new
 file mode 100644
index 0000000000..4f30322270
--- /dev/null
+++ b/bin/tests/system/forward/ns8/root.db
@@ -0,0 +1,11 @@
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+
+.   NS a.root-servers.nil.
+a.root-servers.nil. A 10.53.0.1
diff --git a/bin/tests/system/forward/ns8/sub.local.tld.db b/bin/tests/system/forward/ns8/sub.local.tld.db
new file mode 100644
index 0000000000..eb20683ae9
--- /dev/null
+++ b/bin/tests/system/forward/ns8/sub.local.tld.db
@@ -0,0 +1,13 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
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+
+sub.local.tld.  3600 IN SOA . . 0 0 0 0 0
+sub.local.tld.  3600 IN NS ns.sub.local.tld.
+sub.local.tld.  3600 IN TXT good
+ns.sub.local.tld. 3600 IN A 10.53.0.8
diff --git a/bin/tests/system/forward/ns9/local.net.db b/bin/tests/system/forward/ns9/local.net.db
```

```
new file mode 100644
index 0000000000..2c971e1e93
--- /dev/null
+++ b/bin/tests/system/forward/ns9/local.net.db
@@ -0,0 +1,14 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
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+
+local.net.  3600 IN SOA .
+ . 0 0 0 0 0
+local.net.  3600 IN NS localhost.
+ns.local.net.  3600 IN A 10.53.0.9
+txt.local.net.  3600 IN TXT "something in the local auth zone"
+sub.local.net.  3600 IN NS ns.spoofed.net.  ; attacker will try to override this
diff --git a/bin/tests/system/forward/ns9/local.tld.db b/bin/tests/system/forward/ns9/local.tld.db
new file mode 100644
index 0000000000..59403915fb
--- /dev/null
+++ b/bin/tests/system/forward/ns9/local.tld.db
@@ -0,0 +1,13 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
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+; information regarding copyright ownership.
+
+local.tld.  3600 IN SOA . . 0 0 0 0 0
+local.tld.  3600 IN NS localhost.
+sub.local.tld.  3600 IN NS ns.sub.local.tld.
+ns.sub.local.tld. 3600 IN A 10.53.0.8
diff
 --git a/bin/tests/system/forward/ns9/named1.conf.in b/bin/tests/system/forward/ns9/named1.conf.in
new file mode 100644
index 0000000000..943e037d09
--- /dev/null
+++ b/bin/tests/system/forward/ns9/named1.conf.in
@@ -0,0 +1,65 @@
+/*
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```

```
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+ */
+
+options {
+ query-source address 10.53.0.9;
+ notify-source 10.53.0.9;
+ transfer-source 10.53.0.9;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.9; };
+ listen-on-v6 { none; };
+ dnssec-validation no;
+ edns-udp-size 1232;
+};
+
+key rndc_key {
+ secret "1234abcd8765";
+ algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.9
 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+server 10.53.0.10 {
+ edns no;
+};
+
+server 10.53.0.11 {
+ edns no;
+};
+
+zone "." {
+ type hint;
+ file "root.db";
+};
+
+zone "attacksecuredomain.net." {
+ type forward;
+ forwarders { 10.53.0.10; };
+};
```

```
+
+zone "attacksecuredomain.net2." {
+ type forward;
+ forwarders { 10.53.0.10; };
+};
+
+zone "attacksecuredomain.net3." {
+ type forward;
+ forwarders { 10.53.0.11; };
+};
+
+zone "local.net." {
+ type master;
+ file "local.net.db";
+ forwarders {};
+};
diff --git a/bin/tests/system/forward/ns9/named2.conf.in b/bin/tests/system/forward/ns9/named2.conf.in
new file mode 100644
index 0000000000..5a17d1998a
--- /dev/null
+++ b/bin/tests/system/forward/ns9/named2.conf.in
@@ -0,0 +1,68 @@
+/*
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+ * file, you can obtain
 one at https://mozilla.org/MPL/2.0/.
+ *
+ * See the COPYRIGHT file distributed with this work for additional
+ * information regarding copyright ownership.
+ */
+
+options {
+ query-source address 10.53.0.9;
+ notify-source 10.53.0.9;
+ transfer-source 10.53.0.9;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.9; };
+ listen-on-v6 { none; };
+ dnssec-validation no;
+ edns-udp-size 1232;
+};
+
+key rndc_key {
+ secret "1234abcd8765";
```

```
+ algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.9 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+server 10.53.0.10 {
+ edns no;
+};
+
+server 10.53.0.11 {
+ edns no;
+};
+
+zone "." {
+ type hint;
+ file "root.db";
+};
+
+zone "attacksecuredomain.net." {
+ type forward;
+ forward only;
+ forwarders { 10.53.0.10; };
+};
+
+zone "attacksecuredomain.net2." {
+ type forward;
+ forward only;
+ forwarders { 10.53.0.10; };
+};
+
+zone "attacksecuredomain.net3." {
+ type forward;
+ forward only;
+ forwarders { 10.53.0.11; };
+};
+
+zone
 "local.net." {
+ type master;
+ file "local.net.db";
+ forwarders {};
+};
diff --git a/bin/tests/system/forward/ns9/named3.conf.in b/bin/tests/system/forward/ns9/named3.conf.in
new file mode 100644
index 0000000000..1e70d1ae51
--- /dev/null
```

```
+++ b/bin/tests/system/forward/ns9/named3.conf.in
@@ -0,0 +1,48 @@
+/*
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+ */
+
+options {
+ query-source address 10.53.0.9;
+ notify-source 10.53.0.9;
+ transfer-source 10.53.0.9;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.9; };
+ listen-on-v6 { none; };
+ dnssec-validation no;
+ edns-udp-size 1232;
+ forward only;
+ forwarders { 10.53.0.10;
 };
+};
+
+key rndc_key {
+ secret "1234abcd8765";
+ algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.9 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+server 10.53.0.10 {
+ edns no;
+};
+
+zone "." {
+ type hint;
+ file "root.db";
+};
+
+zone "local.net." {
+ type master;
```

```
+ file "local.net.db";
+ forwarders {};
+};
diff --git a/bin/tests/system/forward/ns9/named4.conf.in b/bin/tests/system/forward/ns9/named4.conf.in
new file mode 100644
index 0000000000..6f7b1075b5
--- /dev/null
+++ b/bin/tests/system/forward/ns9/named4.conf.in
@@ -0,0 +1,45 @@
+/*
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+ *
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+ * information regarding copyright ownership.
+ */
+
+options {
+ query-source
  address 10.53.0.9;
+ notify-source 10.53.0.9;
+ transfer-source 10.53.0.9;
+ port @PORT@;
+ pid-file "named.pid";
+ listen-on { 10.53.0.9; };
+ listen-on-v6 { none; };
+ dnssec-validation no;
+ edns-udp-size 1232;
+};
+
+key rndc_key {
+ secret "1234abcd8765";
+ algorithm hmac-sha256;
+};
+
+controls {
+ inet 10.53.0.9 port @CONTROLPORT@ allow { any; } keys { rndc_key; };
+};
+
+server 10.53.0.10 {
+ edns no;
+};
+
+zone "." {
+ type hint;
```

```
+ file "root.db";
+};
+
+zone "local.tld." {
+ type master;
+ file "local.tld.db";
+};
diff --git a/bin/tests/system/forward/ns9/root.db b/bin/tests/system/forward/ns9/root.db
new file mode 100644
index 0000000000..4f30322270
--- /dev/null
+++ b/bin/tests/system/forward/ns9/root.db
@@ -0,0 +1,11 @@
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+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+;
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+; information regarding copyright ownership.
+
+.   NS a.root-servers.nil.
+a.root-servers.nil. A 10.53.0.1
diff --git a/bin/tests/system/forward/prereq.sh b/bin/tests/system/forward/prereq.sh
index d2ca8fc2bf..53fb5817df 100644
--- a/bin/tests/system/forward/prereq.sh
+++ b/bin/tests/system/forward/prereq.sh
@@ -12,6 +12,20 @@
SYSTEMTESTTOP=..
. $SYSTEMTESTTOP/conf.sh

+if test -n "$PYTHON"
+then
+    if $PYTHON -c "import dns" 2> /dev/null
+    then
+        :
+    else
+        echo_i "This test requires the dnspython module." >&2
+        exit 1
+    fi
+else
+    echo_i "This test requires Python and the dnspython module." >&2
+    exit 1
+fi
+
if $PERL -e 'use Net::DNS;' 2>/dev/null
```

```
then
   :
diff --git a/bin/tests/system/forward/setup.sh b/bin/tests/system/forward/setup.sh
index 87452b9a88..18e81d277d 100644
--- a/bin/tests/system/forward/setup.sh
+++ b/bin/tests/system/forward/setup.sh
@@
 -18,3 +18,6 @@ copy_setports ns3/named.conf.in ns3/named.conf
copy_setports ns4/named.conf.in ns4/named.conf
copy_setports ns5/named.conf.in ns5/named.conf
copy_setports ns7/named.conf.in ns7/named.conf
+copy_setports ns8/named.conf.in ns8/named.conf
+copy_setports ns9/named1.conf.in ns9/named.conf
+copy_setports ns10/named.conf.in ns10/named.conf
diff --git a/bin/tests/system/forward/tests.sh b/bin/tests/system/forward/tests.sh
index e3549c5bc7..ce9b309a27 100644
--- a/bin/tests/system/forward/tests.sh
+++ b/bin/tests/system/forward/tests.sh
@@ -19,6 +19,10 @@ sendcmd() (
 "$PERL" ../send.pl 10.53.0.6 "$EXTRAPORT1"
)

+rndccmd() {
+    "$RNDC" -c ../common/rndc.conf -p "$CONTROLPORT" -s "$@"
+}
+
root=10.53.0.1
hidden=10.53.0.2
f1=10.53.0.3
@@ -223,5 +227,127 @@ if [ $ret != 0 ]; then echo_i "failed"; fi
status=$((status+ret))


+#
+# Check various spoofed response scenarios. The same tests will be
+# run twice, with "forward first" and "forward only" configurations.
+#
+run_spooftests
 () {
+    n=$((n+1))
+    echo_i "checking spoofed response scenario 1 - out of bailiwick NS ($n)"
+    ret=0
+    # prime
+    dig_with_opts @10.53.0.9 attackSecureDomain.net > dig.out.$n.prime || ret=1
+    # check 'net' is not poisoned.
+    dig_with_opts @10.53.0.9 diditwork.net. TXT > dig.out.$n.net || ret=1
+    grep '^diditwork\.net\..*TXT.*"recursed"' dig.out.$n.net > /dev/null || ret=1
+    # check 'sub.local.net' is not poisoned.
```

```
+    dig_with_opts @10.53.0.9 sub.local.net TXT > dig.out.$n.sub || ret=1
+    grep '^sub\.local\.net\..*TXT.*"recursed"' dig.out.$n.sub > /dev/null || ret=1
+    if [ $ret != 0 ]; then echo_i "failed"; fi
+    status=$((status+ret))
+
+    n=$((n+1))
+    echo_i "checking spoofed response scenario 2 - inject DNAME/net2. ($n)"
+    ret=0
+    # prime
+    dig_with_opts @10.53.0.9 attackSecureDomain.net2 > dig.out.$n.prime || ret=1
+    # check that net2/DNAME is not cached
+    dig_with_opts @10.53.0.9 net2. DNAME > dig.out.$n.net2 || ret=1
+
   grep "ANSWER: 0," dig.out.$n.net2 > /dev/null || ret=1
+    grep "status: NXDOMAIN" dig.out.$n.net2 > /dev/null || ret=1
+    if [ $ret != 0 ]; then echo_i "failed"; fi
+    status=$((status+ret))
+
+    n=$((n+1))
+    echo_i "checking spoofed response scenario 3 - extra answer ($n)"
+    ret=0
+    # prime
+    dig_with_opts @10.53.0.9 attackSecureDomain.net3 > dig.out.$n.prime || ret=1
+    # check extra net3 records are not cached
+    rndccmd 10.53.0.9 dumpdb -cache 2>&1 | sed 's/^/ns9 /' | cat_i
+    for try in 1 2 3 4 5; do
+        lines=$(grep "net3" ns9/named_dump.db | wc -l)
+        if [ ${lines} -eq 0 ]; then
+                sleep 1
+                continue
+        fi
+        [ ${lines} -eq 1 ] || ret=1
+        grep -q '^attackSecureDomain.net3' ns9/named_dump.db || ret=1
+        grep -q '^local.net3' ns9/named_dump.db && ret=1
+    done
+    if [ $ret != 0 ]; then echo_i "failed"; fi
+    status=$((status+ret))
+}
+
+echo_i "checking spoofed response scenarios
 with forward first zones"
+run_spooftests
+
+copy_setports ns9/named2.conf.in ns9/named.conf
+rndccmd 10.53.0.9 reconfig 2>&1 | sed 's/^/ns3 /' | cat_i
+rndccmd 10.53.0.9 flush 2>&1 | sed 's/^/ns3 /' | cat_i
+sleep 1
+
```

```
+echo_i "rechecking spoofed response scenarios with forward only zones"
+run_spooftests
+
+#
+# This scenario expects the spoofed response to succeed. The tests are
+# similar to the ones above, but not identical.
+#
+echo_i "rechecking spoofed response scenarios with 'forward only' set globally"
+copy_setports ns9/named3.conf.in ns9/named.conf
+rndccmd 10.53.0.9 reconfig 2>&1 | sed 's/^/ns3 /' | cat_i
+rndccmd 10.53.0.9 flush 2>&1 | sed 's/^/ns3 /' | cat_i
+sleep 1
+
+n=$((n+1))
+echo_i "checking spoofed response scenario 1 - out of bailiwick NS ($n)"
+ret=0
+# prime
+dig_with_opts @10.53.0.9 attackSecureDomain.net > dig.out.$n.prime || ret=1
+# check 'net' is poisoned.
+dig_with_opts @10.53.0.9 diditwork.net. TXT > dig.out.$n.net || ret=1
+grep '^didItWork\.net\..*TXT.*"if
 you can see this record the attack worked"' dig.out.$n.net > /dev/null || ret=1
+# check 'sub.local.net' is poisoned.
+dig_with_opts @10.53.0.9 sub.local.net TXT > dig.out.$n.sub || ret=1
+grep '^sub\.local\.net\..*TXT.*"if you see this attacker overrode local delegation"' dig.out.$n.sub > /dev/null ||
ret=1
+if [ $ret != 0 ]; then echo_i "failed"; fi
+status=$((status+ret))
+
+n=$((n+1))
+echo_i "checking spoofed response scenario 2 - inject DNAME/net2. ($n)"
+ret=0
+# prime
+dig_with_opts @10.53.0.9 attackSecureDomain.net2 > dig.out.$n.prime || ret=1
+# check that net2/DNAME is cached
+dig_with_opts @10.53.0.9 net2. DNAME > dig.out.$n.net2 || ret=1
+grep "ANSWER: 1," dig.out.$n.net2 > /dev/null || ret=1
+grep "net2\..*IN.DNAME.net\.example\.lll\." dig.out.$n.net2 > /dev/null || ret=1
+if [ $ret != 0 ]; then echo_i "failed"; fi
+status=$((status+ret))
+
+#
+# This test doesn't use any forwarder clauses but is here because it
+# is similar to forwarders, as the set of servers
 that can populate
+# the namespace is defined by the zone content.
+#
+echo_i "rechecking spoofed response scenarios glue below local zone"
```

```
+copy_setports ns9/named4.conf.in ns9/named.conf
+rndccmd 10.53.0.9 reconfig 2>&1 | sed 's/^/ns3 /' | cat_i
+rndccmd 10.53.0.9 flush 2>&1 | sed 's/^/ns3 /' | cat_i
+sleep 1
+
+n=$((n+1))
+echo_i "checking sibling glue below zone ($n)"
+ret=0
+# prime
+dig_with_opts @10.53.0.9 sibling.tld > dig.out.$n.prime || ret=1
+# check for glue A record for sub.local.tld is not used
+dig_with_opts @10.53.0.9 sub.local.tld TXT > dig.out.$n.sub || ret=1
+grep "ANSWER: 1," dig.out.$n.sub > /dev/null || ret=1
+grep 'sub\.local\.tld\..*IN.TXT."good"$' dig.out.$n.sub > /dev/null || ret=1
+if [ $ret != 0 ]; then echo_i "failed"; fi
+status=$((status+ret))
+
echo_i "exit status: $status"
[ $status -eq 0 ] || exit 1
diff --git a/bin/tests/system/ifconfig.sh b/bin/tests/system/ifconfig.sh
index d0eb9fa61d..8b9212c3e0 100755
--- a/bin/tests/system/ifconfig.sh
+++ b/bin/tests/system/ifconfig.sh
@@
 -12,10 +12,10 @@
#
# Set up interface aliases for bind9 system tests.
#
-# IPv4: 10.53.0.{1..10}    RFC 1918
+# IPv4: 10.53.0.{1..11}    RFC 1918
#       10.53.1.{1..2}
#       10.53.2.{1..2}
-# IPv6: fd92:7065:b8e:ffff::{1..10}  ULA
+# IPv6: fd92:7065:b8e:ffff::{1..11}  ULA
#       fd92:7065:b8e:99ff::{1..2}
#       fd92:7065:b8e:ff::{1..2}
#
@@ -65,7 +65,7 @@ case "$1" in
   2) ipv6="00" ;;
   *) ipv6="" ;;
 esac
-  for ns in 1 2 3 4 5 6 7 8 9 10
+  for ns in 1 2 3 4 5 6 7 8 9 10 11
 do
   [ $i -gt 0 -a $ns -gt 2 ] && break
   int=`expr $i \* 10 + $ns`
@@ -165,7 +165,7 @@ case "$1" in
   2) ipv6="00" ;;
```

```
    *) ipv6="" ;;
  esac
-  for ns in 10 9 8 7 6 5 4 3 2 1
+  for ns in 11 10 9 8 7 6 5 4 3 2 1
  do
    [ $i -gt 0 -a $ns -gt 2 ] && continue
    int=`expr $i \* 10 + $ns - 1`
--
2.34.1

Found in path(s):
* /bind-zip/bind/SOURCES/bind-9.11-CVE-2021-25220-test.patch
No license file was found, but licenses were detected in source scan.

From af3b530773231f8cff6548e36962ad1f25e38c5d Mon Sep 17 00:00:00 2001
From: Evan Hunt <each@isc.org>
Date: Thu, 28 Sep 2017 10:09:22 -0700
Subject: [PATCH] completed and corrected the crypto-random change

4724. [func]  By default, BIND now uses the random number
    functions provided by the crypto library (i.e.,
    OpenSSL or a PKCS#11 provider) as a source of
    randomness rather than /dev/random.  This is
    suitable for virtual machine environments
    which have limited entropy pools and lack
    hardware random number generators.

    This can be overridden by specifying another
    entropy source via the "random-device" option
    in named.conf, or via the -r command line option;
    however, for functions requiring full cryptographic
    strength, such as DNSSEC key generation, this
    cannot be overridden. In particular, the -r
    command line option no longer has any effect on
    dnssec-keygen.

    This can be disabled
   by building with
    "configure --disable-crypto-rand".
    [RT #31459] [RT #46047]
---
bin/confgen/keygen.c                    | 12 +++---
bin/dnssec/dnssec-keygen.docbook        | 24 +++++++----
bin/dnssec/dnssectool.c                 | 12 +++---
bin/named/client.c                      |  3 +-
bin/named/config.c                      |  4 +-
bin/named/controlconf.c                 | 19 +++++---
bin/named/include/named/server.h        |  2 +
```

```
bin/named/interfacemgr.c               |  1 +
bin/named/query.c                      |  1 +
bin/named/server.c                     | 52 +++++++++++++++--------
bin/nsupdate/nsupdate.c                |  4 +-
bin/tests/system/pipelined/pipequeries.c |  4 +-
bin/tests/system/tkey/keycreate.c      |  4 +-
bin/tests/system/tkey/keydelete.c      |  5 +--
doc/arm/Bv9ARM-book.xml                | 55 ++++++++++++++++++-------
doc/arm/notes-rh-changes.xml           | 42 ++++++++++++++++++++
doc/arm/notes.xml
            |  1 +
lib/dns/dst_api.c                      |  4 +-
lib/dns/include/dst/dst.h              | 14 +++++-
lib/dns/openssl_link.c                 |  3 +-
lib/isc/include/isc/entropy.h          | 48 ++++++++++++++++------
lib/isc/include/isc/random.h           | 26 +++++++----
lib/isccfg/namedconf.c                 |  2 +-
23 files changed, 240 insertions(+), 102 deletions(-)
create mode 100644 doc/arm/notes-rh-changes.xml

diff --git a/bin/confgen/keygen.c b/bin/confgen/keygen.c
index bd269e7..1ac775f 100644
--- a/bin/confgen/keygen.c
+++ b/bin/confgen/keygen.c
@@ -161,17 +161,15 @@ generate_key(isc_mem_t *mctx, const char *randomfile, dns_secalg_t alg,

 DO("create entropy context", isc_entropy_create(mctx, &ectx));

- if (randomfile != NULL && strcmp(randomfile, "keyboard") == 0) {
-  randomfile = NULL;
-  open_keyboard = ISC_ENTROPY_KEYBOARDYES;
- }
#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM)
 == 0) {
-  randomfile = NULL;
+ if (randomfile == NULL) {
  isc_entropy_usehook(ectx, true);
 }
#endif
+ if (randomfile != NULL && strcmp(randomfile, "keyboard") == 0) {
+  randomfile = NULL;
+  open_keyboard = ISC_ENTROPY_KEYBOARDYES;
+ }
 DO("start entropy source", isc_entropy_usebestsource(ectx,
            &entropy_source,
            randomfile,
```

```
diff --git a/bin/dnssec/dnssec-keygen.docbook b/bin/dnssec/dnssec-keygen.docbook
index bd19e1d..2c09b30 100644
--- a/bin/dnssec/dnssec-keygen.docbook
+++ b/bin/dnssec/dnssec-keygen.docbook
@@ -349,15 +349,23 @@
 <term>-r <replaceable class="parameter">randomdev</replaceable></term>
 <listitem>
   <para>
-    Specifies the source of randomness.  If the operating
-    system does not provide a <filename>/dev/random</filename>
-    or equivalent device, the default source of randomness
-    is keyboard input.  <filename>randomdev</filename>
-    specifies
+    Specifies a source of randomness.  Normally, when generating
+
    DNSSEC keys, this option has no effect; the random number
+    generation function provided by the cryptographic library will
+    be used.
+  </para>
+  <para>
+    If that behavior is disabled at compile time, however,
+    the specified file will be used as entropy source
+    for key generation.  <filename>randomdev</filename> is
     the name of a character device or file containing random
-    data to be used instead of the default.  The special value
-    <filename>keyboard</filename> indicates that keyboard
-    input should be used.
+    data to be used.  The special value <filename>keyboard</filename>
+    indicates that keyboard input should be used.
+  </para>
+  <para>
+    The default is <filename>/dev/random</filename> if the
+    operating system provides it or an equivalent device;
+    if not, the default source of randomness is keyboard input.
   </para>
 </listitem>
     </varlistentry>
diff --git a/bin/dnssec/dnssectool.c b/bin/dnssec/dnssectool.c
index
 2a0f9c6..6fcd411 100644
--- a/bin/dnssec/dnssectool.c
+++ b/bin/dnssec/dnssectool.c
@@ -241,18 +241,16 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
  ISC_LIST_INIT(sources);
 }

+#ifdef ISC_PLATFORM_CRYPTORANDOM
+ if (randomfile == NULL) {
```

```
+  isc_entropy_usehook(*ectx, true);
+ }
+#endif
 if (randomfile != NULL && strcmp(randomfile, "keyboard") == 0) {
  usekeyboard = ISC_ENTROPY_KEYBOARDYES;
  randomfile = NULL;
 }

-#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
-  randomfile = NULL;
-  isc_entropy_usehook(*ectx, true);
- }
-#endif
 result = isc_entropy_usebestsource(*ectx, &source, randomfile,
        usekeyboard);

diff --git a/bin/named/client.c b/bin/named/client.c
index 4a50ad9..4d140e8 100644
--- a/bin/named/client.c
+++ b/bin/named/client.c
@@ -1768,7 +1768,8 @@ ns_client_addopt(ns_client_t *client, dns_message_t *message,

  isc_buffer_init(&buf,
 cookie, sizeof(cookie));
  isc_stdtime_get(&now);
-  isc_random_get(&nonce);
+  nonce = ((isc_rng_random(ns_g_server->rngctx) << 16) |
+     isc_rng_random(ns_g_server->rngctx));

  compute_cookie(client, now, nonce, ns_g_server->secret, &buf);

diff --git a/bin/named/config.c b/bin/named/config.c
index 9b343fa..5e663c6 100644
--- a/bin/named/config.c
+++ b/bin/named/config.c
@@ -98,7 +98,9 @@ options {\n\
# pid-file \"" NS_LOCALSTATEDIR "/run/named/named.pid\"; /* or /lwresd.pid */\n\
 port 53;\n\
 prefetch 2 9;\n"
-#ifdef PATH_RANDOMDEV
+#if defined(ISC_PLATFORM_CRYPTORANDOM)
+" random-device none;\n"
+#elif defined(PATH_RANDOMDEV)
" random-device \"" PATH_RANDOMDEV "\";\n"
#endif
" recursing-file \"named.recursing\";\n\
```

```
diff --git a/bin/named/controlconf.c b/bin/named/controlconf.c
index 9fdf49b..42128dc 100644
--- a/bin/named/controlconf.c
+++ b/bin/named/controlconf.c
@@ -327,9 +327,10 @@ log_invalid(isccc_ccmsg_t *ccmsg, isc_result_t result) {

static void
 control_recvmessage(isc_task_t *task, isc_event_t *event) {
- controlconnection_t *conn;
- controllistener_t *listener;
- controlkey_t *key;
+ controlconnection_t *conn = NULL;
+ controllistener_t *listener = NULL;
+ ns_server_t *server = NULL;
+ controlkey_t *key = NULL;
 isccc_sexpr_t *request = NULL;
 isccc_sexpr_t *response = NULL;
 uint32_t algorithm;
@@ -340,16 +341,17 @@ control_recvmessage(isc_task_t *task, isc_event_t *event) {
 isc_buffer_t *text;
 isc_result_t result;
 isc_result_t eresult;
- isccc_sexpr_t *_ctrl;
+ isccc_sexpr_t *_ctrl = NULL;
 isccc_time_t sent;
 isccc_time_t exp;
 uint32_t nonce;
- isccc_sexpr_t *data;
+ isccc_sexpr_t *data = NULL;

 REQUIRE(event->ev_type == ISCCC_EVENT_CCMSG);

 conn = event->ev_arg;
 listener = conn->listener;
+ server = listener->controls->server;
 algorithm = DST_ALG_UNKNOWN;
 secret.rstart = NULL;
 text = NULL;
@@ -462,8 +464,11 @@ control_recvmessage(isc_task_t *task, isc_event_t *event) {
  * Establish nonce.
  */
 if (conn->nonce == 0) {
-  while (conn->nonce == 0)
-   isc_random_get(&conn->nonce);
+  while (conn->nonce == 0) {
+   uint16_t r1 = isc_rng_random(server->rngctx);
+   uint16_t r2 = isc_rng_random(server->rngctx);
+   conn->nonce = (r1 << 16) | r2;
```

```
+  }
  eresult = ISC_R_SUCCESS;
 } else
  eresult = ns_control_docommand(request, listener->readonly, &text);
diff --git a/bin/named/include/named/server.h b/bin/named/include/named/server.h
index 4fd0194..0ba2627 100644
--- a/bin/named/include/named/server.h
+++ b/bin/named/include/named/server.h
@@ -20,6 +20,7 @@
#include <isc/log.h>
#include <isc/magic.h>
#include <isc/quota.h>
+#include <isc/random.h>
#include <isc/sockaddr.h>
#include <isc/types.h>
#include <isc/xml.h>
@@ -135,6 +136,7 @@ struct ns_server {
 char *   lockfile;

 uint16_t  transfer_tcp_message_size;
+ isc_rng_t *  rngctx;
};

struct ns_altsecret {
diff --git a/bin/named/interfacemgr.c b/bin/named/interfacemgr.c
index 93aac31..e12fad9 100644
---
 a/bin/named/interfacemgr.c
+++ b/bin/named/interfacemgr.c
@@ -17,6 +17,7 @@

#include <isc/interfaceiter.h>
#include <isc/os.h>
+#include <isc/random.h>
#include <isc/string.h>
#include <isc/task.h>
#include <isc/util.h>
diff --git a/bin/named/query.c b/bin/named/query.c
index 58b5914..edf42d2 100644
--- a/bin/named/query.c
+++ b/bin/named/query.c
@@ -20,6 +20,7 @@
#include <isc/mem.h>
#include <isc/platform.h>
#include <isc/print.h>
+#include <isc/random.h>
#include <isc/rwlock.h>
#include <isc/serial.h>
```

```
#include <isc/stats.h>
diff --git a/bin/named/server.c b/bin/named/server.c
index b2ae57c..cca7fe8 100644
--- a/bin/named/server.c
+++ b/bin/named/server.c
@@ -8279,21 +8279,32 @@ load_configuration(const char *filename, ns_server_t *server,
  * Open the source of entropy.
  */
 if (first_time) {
+  const char *randomdev = NULL;
+  int level = ISC_LOG_ERROR;
  obj = NULL;
  result = ns_config_get(maps, "random-device", &obj);
-  if (result != ISC_R_SUCCESS) {
+  if (result
 == ISC_R_SUCCESS) {
+    if (!cfg_obj_isvoid(obj)) {
+     level = ISC_LOG_INFO;
+     randomdev = cfg_obj_asstring(obj);
+    }
+  }
+  if (randomdev == NULL) {
+#ifdef ISC_PLATFORM_CRYPTORANDOM
+    isc_entropy_usehook(ns_g_entropy, true);
+#else
+    if ((obj != NULL) && !cfg_obj_isvoid(obj))
+     level = ISC_LOG_INFO;
    isc_log_write(ns_g_lctx, NS_LOGCATEGORY_GENERAL,
-          NS_LOGMODULE_SERVER, ISC_LOG_INFO,
+           NS_LOGMODULE_SERVER, level,
          "no source of entropy found");
+    if ((obj == NULL) || cfg_obj_isvoid(obj)) {
+     CHECK(ISC_R_FAILURE);
+    }
+#endif
  } else {
-    const char *randomdev = cfg_obj_asstring(obj);
-#ifdef ISC_PLATFORM_CRYPTORANDOM
-    if (strcmp(randomdev, ISC_PLATFORM_CRYPTORANDOM) == 0)
-     isc_entropy_usehook(ns_g_entropy, true);
-#else
-    int level = ISC_LOG_ERROR;
    result = isc_entropy_createfilesource(ns_g_entropy,
-             randomdev);
+                                         randomdev);
#ifdef PATH_RANDOMDEV
    if
```

```
 (ns_g_fallbackentropy != NULL) {
   level = ISC_LOG_INFO;
@@ -8304,8 +8315,8 @@ load_configuration(const char *filename, ns_server_t *server,
         NS_LOGCATEGORY_GENERAL,
         NS_LOGMODULE_SERVER,
         level,
-         "could not open entropy source "
-         "%s: %s",
+          "could not open "
+          "entropy source %s: %s",
         randomdev,
         isc_result_totext(result));
   }
@@ -8325,7 +8336,6 @@ load_configuration(const char *filename, ns_server_t *server,
   }
   isc_entropy_detach(&ns_g_fallbackentropy);
  }
-#endif
 #endif
  }

@@ -9097,6 +9107,7 @@ ns_server_create(isc_mem_t *mctx, ns_server_t **serverp) {
 server->in_roothints = NULL;
 server->blackholeacl = NULL;
 server->keepresporder = NULL;
+ server->rngctx = NULL;

 /* Must be first. */
 CHECKFATAL(dst_lib_init2(ns_g_mctx, ns_g_entropy,
@@ -9123,6 +9134,9 @@ ns_server_create(isc_mem_t *mctx, ns_server_t **serverp) {
 CHECKFATAL(dns_tkeyctx_create(ns_g_mctx,
 ns_g_entropy,
        &server->tkeyctx),
    "creating TKEY context");
+ server->rngctx = NULL;
+ CHECKFATAL(isc_rng_create(ns_g_mctx, ns_g_entropy, &server->rngctx),
+           "creating random numbers context");

 /*
  * Setup the server task, which is responsible for coordinating
@@ -9329,7 +9343,8 @@ ns_server_destroy(ns_server_t **serverp) {

 if (server->zonemgr != NULL)
  dns_zonemgr_detach(&server->zonemgr);
-
+ if (server->rngctx != NULL)
+  isc_rng_detach(&server->rngctx);
 if (server->tkeyctx != NULL)
```

```
  dns_tkeyctx_destroy(&server->tkeyctx);

@@ -13366,10 +13381,10 @@ newzone_cfgctx_destroy(void **cfgp) {

static isc_result_t
generate_salt(unsigned char *salt, size_t saltlen) {
- int i, n;
+ size_t i, n;
  union {
   unsigned char rnd[256];
-  uint32_t rnd32[64];
+  uint16_t rnd16[128];
  } rnd;
  unsigned char text[512 + 1];
  isc_region_t r;
@@ -13379,9 +13394,10 @@ generate_salt(unsigned char *salt, size_t saltlen) {
  if (saltlen > 256U)
   return
  (ISC_R_RANGE);

- n = (int) (saltlen + sizeof(uint32_t) - 1) / sizeof(uint32_t);
- for (i = 0; i < n; i++)
-  isc_random_get(&rnd.rnd32[i]);
+ n = (saltlen + sizeof(uint16_t) - 1) / sizeof(uint16_t);
+ for (i = 0; i < n; i++) {
+  rnd.rnd16[i] = isc_rng_random(ns_g_server->rngctx);
+ }

  memmove(salt, rnd.rnd, saltlen);

diff --git a/bin/nsupdate/nsupdate.c b/bin/nsupdate/nsupdate.c
index 7f15cbc..458aa76 100644
--- a/bin/nsupdate/nsupdate.c
+++ b/bin/nsupdate/nsupdate.c
@@ -289,9 +289,7 @@ setup_entropy(isc_mem_t *mctx, const char *randomfile, isc_entropy_t **ectx) {
 }

#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
-  randomfile = NULL;
+ if (randomfile == NULL) {
   isc_entropy_usehook(*ectx, true);
  }
#endif
diff --git a/bin/tests/system/pipelined/pipequeries.c b/bin/tests/system/pipelined/pipequeries.c
index 95b65bf..7a81d4e 100644
--- a/bin/tests/system/pipelined/pipequeries.c
```

```
+++ b/bin/tests/system/pipelined/pipequeries.c
@@
 -280,9 +280,7 @@ main(int argc, char *argv[]) {
 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
-  randomfile = NULL;
+ if (randomfile == NULL) {
  isc_entropy_usehook(ectx, true);
 }
#endif
diff --git a/bin/tests/system/tkey/keycreate.c b/bin/tests/system/tkey/keycreate.c
index 3236968..4fa77b6 100644
--- a/bin/tests/system/tkey/keycreate.c
+++ b/bin/tests/system/tkey/keycreate.c
@@ -255,9 +255,7 @@ main(int argc, char *argv[]) {
 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
-  randomfile = NULL;
+ if (randomfile == NULL) {
  isc_entropy_usehook(ectx, true);
 }
#endif
diff --git a/bin/tests/system/tkey/keydelete.c b/bin/tests/system/tkey/keydelete.c
index 43fb6b0..105e151 100644
--- a/bin/tests/system/tkey/keydelete.c
+++
 b/bin/tests/system/tkey/keydelete.c
@@ -171,6 +171,7 @@ main(int argc, char **argv) {
  randomfile = argv[2];
  argv += 2;
  argc -= 2;
+  POST(argc);
 }
 keyname = argv[1];

@@ -182,9 +183,7 @@ main(int argc, char **argv) {
 ectx = NULL;
 RUNCHECK(isc_entropy_create(mctx, &ectx));
#ifdef ISC_PLATFORM_CRYPTORANDOM
- if (randomfile != NULL &&
-     strcmp(randomfile, ISC_PLATFORM_CRYPTORANDOM) == 0) {
-  randomfile = NULL;
```

```
+ if (randomfile == NULL) {
  isc_entropy_usehook(ectx, true);
 }
#endif
diff --git a/doc/arm/Bv9ARM-book.xml b/doc/arm/Bv9ARM-book.xml
index ca98726..1f9df2c 100644
--- a/doc/arm/Bv9ARM-book.xml
+++ b/doc/arm/Bv9ARM-book.xml
@@ -5034,22 +5034,45 @@ badresp:1,adberr:0,findfail:0,valfail:0]
     <term><command>random-device</command></term>
     <listitem>
       <para>
-        This specifies a source of entropy to be used by the server.  Entropy is
-        primarily needed
-        for DNSSEC operations, such as TKEY transactions
+        and dynamic
-        update of signed
-        zones.  This option specifies the device (or file) from which
-        to read
-        entropy.  If it is a file, operations requiring entropy will
-        fail when the
-        file has been exhausted.  If <command>random-device</command> is not specified, the default value
-        is
-        <filename>/dev/random</filename>
-        (or equivalent) when present, and none otherwise.  The
-        <command>random-device</command> option takes
-        effect during
-        the initial configuration load at server startup time and
-        is ignored on subsequent reloads.
+        Specifies a source of entropy to be used by the server.
+        This is a device or file from which to read entropy.
+        If it is a file, operations requiring entropy
+        will fail when the file has been exhausted.
+      </para>
+      <para>
+        Entropy is needed for cryptographic operations such as
+        TKEY transactions, dynamic update of signed zones, and
+        generation of TSIG session keys. It is also used for
+        seeding and stirring the pseudo-random
+        number generator,
+        which is used for less critical functions requiring
+        randomness such as generation of DNS message transaction
+        ID's.
+      </para>
+      <para>
+        If <command>random-device</command> is not specified, or
+        if it is set to <literal>none</literal>, entropy will be
+        read from the random number generation function supplied
```

```
+  by the cryptographic library with which BIND was linked
+  (i.e.  OpenSSL or a PKCS#11 provider).
+       </para>
+       <para>
+  The <command>random-device</command> option takes
+  effect during the initial configuration load at server
+  startup time and is ignored on subsequent reloads.
+       </para>
+       <para>
+  If BIND is built with
+  <command>configure --disable-crypto-rand</command>, then
+  entropy is <emphasis>not</emphasis> sourced from the
+  cryptographic library. In this case, if
+  <command>random-device</command> is not specified, the
+  default value is the system random device,
+  <filename>/dev/random</filename>
 or the equivalent.
+  This default can be overridden with
+  <command>configure --with-randomdev</command>.
+  If no system random device exists, then no entropy source
+  will be configured, and <command>named</command> will only
+  be able to use pseudo-random numbers.
       </para>
     </listitem>
   </varlistentry>
diff --git a/doc/arm/notes-rh-changes.xml b/doc/arm/notes-rh-changes.xml
new file mode 100644
index 0000000..89a4961
--- /dev/null
+++ b/doc/arm/notes-rh-changes.xml
@@ -0,0 +1,42 @@
+<!--
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+ - file, You can obtain one at http://mozilla.org/MPL/2.0/.
+ -
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+ - information regarding copyright ownership.
+-->
+
+<section xml:id="relnotes_rh_changes"><info><title>Red Hat Specific Changes</title></info>
+
  <itemizedlist>
+     <listitem>
+      <para>
+        By default, BIND now uses the random number generation functions
```

```
+       in the cryptographic library (i.e., OpenSSL or a PKCS#11
+       provider) as a source of high-quality randomness rather than
+       <filename>/dev/random</filename>.  This is suitable for virtual
+       machine environments, which may have limited entropy pools and
+       lack hardware random number generators.
+     </para>
+     <para>
+       This can be overridden by specifying another entropy source via
+       the <command>random-device</command> option in
+       <filename>named.conf</filename>, or via the <command>-r</command>
+       command line option.  However, for functions requiring full
+       cryptographic strength, such as DNSSEC key generation, this
+       <emphasis>cannot</emphasis> be overridden. In particular, the
+       <command>-r</command> command line option no longer has any
+       effect on
 <command>dnssec-keygen</command>.
+     </para>
+     <para>
+       This can be disabled by building with
+       <command>configure --disable-crypto-rand</command>, in which
+       case <filename>/dev/random</filename> will be the default
+       entropy source.  [RT #31459] [RT #46047]
+     </para>
+   </listitem>
+ </itemizedlist>
+</section>
+
diff --git a/doc/arm/notes.xml b/doc/arm/notes.xml
index a5e42c0..f8cb1f9 100644
--- a/doc/arm/notes.xml
+++ b/doc/arm/notes.xml
@@ -47,6 +47,7 @@
  <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="notes-9.11.1.xml"/>
  <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="notes-9.11.0.xml"/>

+ <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="notes-rh-changes.xml"/>
  <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="notes-eol.xml"/>
  <xi:include xmlns:xi="http://www.w3.org/2001/XInclude" href="notes-thankyou.xml"/>
</section>
diff --git a/lib/dns/dst_api.c b/lib/dns/dst_api.c
index
 aa54afc..2156384 100644
--- a/lib/dns/dst_api.c
+++ b/lib/dns/dst_api.c
@@ -2017,10 +2017,12 @@ dst__entropy_getdata(void *buf, unsigned int len, bool pseudo) {
 else
  flags |= ISC_ENTROPY_BLOCKING;
#ifdef ISC_PLATFORM_CRYPTORANDOM
```

```
+ /* get entropy directly from crypto provider */
 return (dst_random_getdata(buf, len, NULL, flags));
#else
+ /* get entropy from entropy source or hook function */
 return (isc_entropy_getdata(dst_entropy_pool, buf, len, NULL, flags));
-#endif
+#endif /* ISC_PLATFORM_CRYPTORANDOM */
#endif /* PKCS11CRYPTO */
}

diff --git a/lib/dns/include/dst/dst.h b/lib/dns/include/dst/dst.h
index 3aba028..180c841 100644
--- a/lib/dns/include/dst/dst.h
+++ b/lib/dns/include/dst/dst.h
@@ -163,8 +163,18 @@ isc_result_t
dst_random_getdata(void *data, unsigned int length,
     unsigned int *returned, unsigned int flags);
/*%<
- * \brief Return data from the crypto random generator.
- * Specialization of isc_entropy_getdata().
+ * Gets random data from the random
 generator provided by the
+ * crypto library, if BIND was built with --enable-crypto-rand.
+ *
+ * See isc_entropy_getdata() for parameter usage. Normally when
+ * this function is available, it will be set up as a hook in the
+ * entropy context, so that isc_entropy_getdata() is a front-end to
+ * this function.
+ *
+ * Returns:
+ * \li ISC_R_SUCCESS on success
+ * \li ISC_R_NOTIMPLEMENTED if BIND is built with --disable-crypto-rand
+ * \li DST_R_OPENSSLFAILURE, DST_R_CRYPTOFAILURE, or other codes on error
 */

bool
diff --git a/lib/dns/openssl_link.c b/lib/dns/openssl_link.c
index 3f4f822..cfdc757 100644
--- a/lib/dns/openssl_link.c
+++ b/lib/dns/openssl_link.c
@@ -484,7 +484,8 @@ dst__openssl_getengine(const char *engine) {

isc_result_t
dst_random_getdata(void *data, unsigned int length,
-     unsigned int *returned, unsigned int flags) {
+     unsigned int *returned, unsigned int flags)
+{
#ifdef ISC_PLATFORM_CRYPTORANDOM
```

```
#ifndef DONT_REQUIRE_DST_LIB_INIT
 INSIST(dst__memory_pool
 != NULL);
diff --git a/lib/isc/include/isc/entropy.h b/lib/isc/include/isc/entropy.h
index f32c9dc..bed276b 100644
--- a/lib/isc/include/isc/entropy.h
+++ b/lib/isc/include/isc/entropy.h
@@ -189,9 +189,8 @@ isc_entropy_createcallbacksource(isc_entropy_t *ent,
/*!<
 * \brief Create an entropy source that is polled via a callback.
 *
- * This would
- * be used when keyboard input is used, or a GUI input method.  It can
- * also be used to hook in any external entropy source.
+ * This would be used when keyboard input is used, or a GUI input method.
+ * It can also be used to hook in any external entropy source.
 *
 * Samples are added via isc_entropy_addcallbacksample(), below.
 * _addcallbacksample() is the only function which may be called from
@@ -232,15 +231,32 @@ isc_result_t
isc_entropy_getdata(isc_entropy_t *ent, void *data, unsigned int length,
     unsigned int *returned, unsigned int flags);
/*!<
- * \brief Extract data from the entropy pool.  This may load
 the pool from various
- * sources.
+ * \brief Get random data from entropy pool 'ent'.
 *
- * Do this by stirring the pool and returning a part of hash as randomness.
- * Note that no secrets are given away here since parts of the hash are
- * xored together before returned.
+ * If a hook has been set up using isc_entropy_sethook() and
+ * isc_entropy_usehook(), then the hook function will be called to get
+ * random data.
 *
- * Honor the request from the caller to only return good data, any data,
- * etc.
+ * Otherwise, randomness is extracted from the entropy pool set up in BIND.
+ * This may cause the pool to be loaded from various sources. Ths is done
+ * by stirring the pool and returning a part of hash as randomness.
+ * (Note that no secrets are given away here since parts of the hash are
+ * XORed together before returning.)
+ *
+ * 'flags' may contain ISC_ENTROPY_GOODONLY, ISC_ENTROPY_PARTIAL, or
+ * ISC_ENTROPY_BLOCKING. These will be honored if the hook function is
+
 * not in use. If it is, the flags will be passed to the hook function
+ * but it may ignore them.
```

```
+ *
+ * Up to 'length' bytes of randomness are retrieved and copied into 'data'.
+ * (If 'returned' is not NULL, and the number of bytes copied is less than
+ * 'length' - which may happen if ISC_ENTROPY_PARTIAL was used - then the
+ * number of bytes copied will be stored in *returned.)
+ *
+ * Returns:
+ * \li ISC_R_SUCCESS on success
+ * \li ISC_R_NOENTROPY if entropy pool is empty
+ * \li other error codes are possible when a hook is in use
 */

void
@@ -305,13 +321,21 @@ isc_entropy_usebestsource(isc_entropy_t *ectx, isc_entropysource_t **source,
void
isc_entropy_usehook(isc_entropy_t *ectx, bool onoff);
/*!<
- * \brief Mark/unmark the given entropy structure as being hooked.
+ * \brief Configure entropy context 'ectx' to use the hook function
+ *
+ * Sets the entropy context to call the hook function for random number
+ * generation, if such a function has been configured via
+
 * isc_entropy_sethook(), whenever isc_entropy_getdata() is called.
 */

void
isc_entropy_sethook(isc_entropy_getdata_t myhook);
/*!<
- * \brief Set the getdata hook (e.g., for a crypto random generator).
+ * \brief Set the hook function.
+ *
+ * The hook function is a global value: only one hook function
+ * can be set in the system. Individual entropy contexts may be
+ * configured to use it, or not, by calling isc_entropy_usehook().
 */

ISC_LANG_ENDDECLS
diff --git a/lib/isc/include/isc/random.h b/lib/isc/include/isc/random.h
index f38e80d..3cb1c56 100644
--- a/lib/isc/include/isc/random.h
+++ b/lib/isc/include/isc/random.h
@@ -19,13 +19,23 @@
#include <isc/mutex.h>

/*! \file isc/random.h
- * \brief Implements a random state pool which will let the caller return a
- * series of possibly non-reproducible random values.
```

```
+ * \brief Implements pseudo random number generators.
 *
- * Note that the
- * strength of these numbers is not all that high, and should not be
- * used
 in cryptography functions.  It is useful for jittering values
- * a bit here and there, such as timeouts, etc.
+ * Two pseudo-random number generators are implemented, in isc_random_*
+ * and isc_rng_*. Neither one is very strong; they should not be used
+ * in cryptography functions.
+ *
+ * isc_random_* is based on arc4random if it is available on the system.
+ * Otherwise it is based on the posix srand() and rand() functions.
+ * It is useful for jittering values a bit here and there, such as
+ * timeouts, etc, but should not be relied upon to generate
+ * unpredictable sequences (for example, when choosing transaction IDs).
+  *
+ * isc_rng_* is based on ChaCha20, and is seeded and stirred from the
+ * system entropy source. It is stronger than isc_random_* and can
+ * be used for generating unpredictable sequences. It is still not as
+ * good as using system entropy directly (see entropy.h) and should not
+ * be used for cryptographic functions such as key generation.
 */

ISC_LANG_BEGINDECLS
@@
 -113,8 +123,8 @@ isc_rng_random(isc_rng_t *rngctx);
uint16_t
isc_rng_uniformrandom(isc_rng_t *rngctx, uint16_t upper_bound);
/*%<
- * Returns a uniformly distributed pseudo random 16-bit unsigned
- * integer.
+ * Returns a uniformly distributed pseudo-random 16-bit unsigned integer
+ * less than 'upper_bound'.
 */

ISC_LANG_ENDDECLS
diff --git a/lib/isccfg/namedconf.c b/lib/isccfg/namedconf.c
index e74c93b..212194e 100644
--- a/lib/isccfg/namedconf.c
+++ b/lib/isccfg/namedconf.c
@@ -1109,7 +1109,7 @@ options_clauses[] = {
 { "pid-file", &cfg_type_qstringornone, 0 },
 { "port", &cfg_type_uint32, 0 },
 { "querylog", &cfg_type_boolean, 0 },
- { "random-device", &cfg_type_qstring, 0 },
+ { "random-device", &cfg_type_qstringornone, 0 },
 { "recursing-file", &cfg_type_qstring, 0 },
```

```
 { "recursive-clients", &cfg_type_uint32, 0 },
 { "reserved-sockets", &cfg_type_uint32, 0 },
--
2.26.2
```

Found in path(s):
* /bind-zip/bind/SOURCES/bind-9.11-rt46047.patch
No license file was found, but licenses were detected in source scan.

```
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```

Found in path(s):
* /bind-zip/bind/SOURCES/ldap2zone.1
No license file was found, but licenses were detected in source scan.

```
/*
* Copyright (C) 2004, 2005 Stig Venaas <venaas@uninett.no>
* $Id: ldap2zone.c,v 1.1 2007/07/24 15:18:00 atkac Exp $
*
* Permission to use, copy, modify, and distribute this software for any
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*/
```

Found in path(s):
* /bind-zip/bind/SOURCES/ldap2zone.c
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```
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```

Found in path(s):
* /bind-zip/bind/SOURCES/zonetodb.1
* /bind-zip/bind/SOURCES/zone2sqlite.1

1.479 httpcomponents-mime 4.5.13

1.479.1 Available under license :

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This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them

with the library, after making changes to the library and recompiling
it. And you must show them these terms
so they know their rights.

Our method of protecting your rights has two steps: (1) copyright
the library, and (2) offer you this license which gives you legal
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Also, for each distributor's protection, we want to make certain
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want its recipients to know that what they have is not the original
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Finally, any free program is threatened constantly by software
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we have made it clear that any patent must be licensed for everyone's
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Most GNU software, including
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the same as in the ordinary license.

The reason we have a separate public license for some libraries is that
they blur the distinction we usually make between modifying or adding to a
program and simply using it. Linking a program with a library, without
changing the library, is in some sense simply using the library, and is
analogous to running a utility program or application program. However, in
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derivative of the original library, and the ordinary General Public License
treats it as such.

Because of this blurred distinction, using the ordinary General
Public License for
libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the
users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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These requirements apply to the modified work as a whole. If

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

In addition, mere aggregation of another work not based on the Library with the Library
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a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, 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 that version instead if you wish.) Do not make any other change in these notices.

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

4. You may copy and distribute
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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.

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you must include the
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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) 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.

c) 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.

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

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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<one line to give the library's name and a brief idea of what it does.>

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the library, if
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library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.481 latencyutils 2.0.3

1.482 passwd 0.79-6.el7

1.482.1 Available under license :

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b) Accompany it with a written offer, valid for at least three
years, to give any third party, for a charge no more than your
cost of physically performing source distribution, a complete
machine-readable copy of the corresponding source code, to be
distributed under the terms of Sections 1 and 2 above on a medium
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The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

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1.484 kafka-schema-registry-client 6.2.1

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```
<project xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns="http://maven.apache.org/POM/4.0.0"
      xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">

  <modelVersion>4.0.0</modelVersion>

  <parent>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-registry-parent</artifactId>
    <version>6.2.1</version>
  </parent>

  <licenses>
    <license>
      <name>Apache License 2.0</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.html</url>
      <distribution>repo</distribution>
    </license>
  </licenses>

  <artifactId>kafka-schema-registry-client</artifactId>
  <packaging>jar</packaging>
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  <dependencies>
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      <artifactId>kafka-clients</artifactId>
     </dependency>
    <dependency>
      <groupId>org.apache.avro</groupId>
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    </dependency>
    <dependency>
      <groupId>org.apache.commons</groupId>
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    </dependency>
```

```
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   <exclusions>
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         <artifactId>validation-api</artifactId>
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```

```
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        <groupId>com.google.guava</groupId>
        <artifactId>guava</artifactId>
        <version>${guava.version}</version>
      </dependency>
    </dependencies>
</project>
```

Found in path(s):
* /kafka-schema-registry-client-6-2-1-jar/META-INF/maven/io.confluent/kafka-schema-registry-client/pom.xml

1.485 bson 4.6.1

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1.487 cpio 2.11-28.el7

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1.489 jakarta-inject 2.6.1

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1.493 libcom-err 1.42.9-19.el7

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1.494 reflections 0.9.11

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Manifest-Version: 1.0
Bundle-Description: Reflections - a Java runtime metadata analysis
Bundle-License: http://www.wtfpl.net/, http://www.opensource.org/licen
ses/bsd-license.html
Bundle-SymbolicName: org.reflections
Archiver-Version: Plexus Archiver
Built-By: ron
Bnd-LastModified: 1490358733199
Bundle-ManifestVersion: 2
Import-Package: com.google.common.base;version="[20.0,21)",com.google.
common.collect;version="[20.0,21)",com.google.common.io;version="[20.
0,21)",com.google.common.util.concurrent;version="[20.0,21)",com.goog
le.gson;resolution:=optional,javassist;version="[3.21,4)",javassist.b
ytecode;version="[3.21,4)",javassist.bytecode.annotation;version="[3.
21,4)",javassist.expr;version="[3.21,4)",javax.annotation;version="[3
.0,4)",javax.servlet;resolution:=optional,org.dom4j;resolution:=optio
nal,org.dom4j.io;resolution:=optional,org.reflections,org.reflections
.adapters,org.reflections.scanners,org.reflections.serializers,org.re
flections.util,org.reflections.vfs,org.slf4j;version="[1.7,2)";resolu
tion:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.2.0.201605172007
Export-Package: org.reflections;uses:="com.google.common.base,com.goog

le.common.collect,javax.annotation,org.reflections.adapters,org.refle
ctions.scanners,org.reflections.serializers,org.slf4j";version="0.9.1
1",org.reflections.adapters;uses:="javassist.bytecode,javax.annotatio
n,org.reflections.vfs";version="0.9.11",org.reflections.scanners;uses
:="com.google.common.base,com.google.common.collect,javax.annotation,
org.reflections,org.reflections.adapters,org.reflections.vfs";version
="0.9.11",org.reflections.serializers;uses:="org.reflections";version
="0.9.11",org.reflections.util;uses:="com.google.common.base,javax.an
notation,javax.servlet,org.reflections,org.reflections.adapters,org.r
eflections.scanners,org.reflections.serializers,org.slf4j";version="0
.9.11",org.reflections.vfs;uses:="com.google.common.base,javax.annota
tion";version="0.9.11"
Bundle-Name: Reflections
Bundle-Version: 0.9.11
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_101

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* /reflections-0-9-11-jar/META-INF/MANIFEST.MF
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1.495 servlet-api 3.0.1

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1.496 jackson-jaxrs 2.14.2

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Found in path(s):
* /vavr-0-9-2-sources-1-jar/io/vavr/Function3.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/LinkedHashMultimap.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction6.java
*
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* /vavr-0-9-2-sources-1-jar/io/vavr/collection/BitMappedTrie.java
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* /vavr-0-9-2-sources-1-jar/io/vavr/collection/List.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/HashMap.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/GwtIncompatible.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Function6.java

1.498 libtasn 4.10-1.el7

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    <version>5.5.5</version>
  </parent>

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      <distribution>repo</distribution>
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```

```
</licenses>

<artifactId>kafka-protobuf-provider</artifactId>
<packaging>jar</packaging>
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<dependencies>
   <dependency>
      <groupId>com.squareup.wire</groupId>
      <artifactId>wire-schema</artifactId>
   </dependency>
   <dependency>
      <groupId>org.jetbrains.kotlin</groupId>
      <artifactId>kotlin-stdlib</artifactId>
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      <artifactId>protobuf-java</artifactId>
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      <artifactId>protobuf-java-util</artifactId>
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   <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-registry-client</artifactId>
   </dependency>
   <dependency>
      <groupId>org.mockito</groupId>
      <artifactId>mockito-core</artifactId>
      <scope>test</scope>
   </dependency>
   <dependency>

      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <scope>test</scope>
   </dependency>
</dependencies>

<build>
   <plugins>
      <plugin>
         <groupId>com.github.os72</groupId>
         <artifactId>protoc-jar-maven-plugin</artifactId>
      </plugin>
   </plugins>
</build>
```

</project>

Found in path(s):
* /kafka-protobuf-provider-5-5-5-jar/META-INF/maven/io.confluent/kafka-protobuf-provider/pom.xml

1.501 commons-logging 1.2

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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogConfigurationException.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
*
 /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14Logger.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogSource.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java
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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/package.html
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1.502 commons-lang 2.6

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