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Text Part Number: 78EE117C99-1721530393

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1.320 commons-math 2.1

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1.322 pycurl 7.19.0

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1.324 netty-resolver 4.1.70.Final

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1.325 micronaut-jackson-databind 3.8.8

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1.331 hk2-locator 2.6.1

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1.332 opentracing-noop 0.31.0

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1.333 hamcrest 2.2

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1.334 velocity-tools-generic 3.1

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1.335 jersey-hk2 2.37

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1.348.1 Available under license
1.349 okio 3.0.0
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1.355 dropwizard-jackson 2.1.2
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1.409 basesystem 10.0-7.el7.centos
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1.411 json-simple 3.0.2
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1.412 metrics-logback 4.2.12
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1.413 netty-codec 4.1.70.Final
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1.414 device-mapper 1.02.170-6.el7_9.5
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1.415 keyutils 1.5.8-3.el7
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1.416 commons-digester 3.2
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1.430 netty-codec-http 4.1.86.Final

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1.431 bson-record-codec 4.6.1

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1.432 json-schema-validator 1.0.72

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1.433 tar 1.26-35.el7

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1.434 netty-transport-native-unix-common 4.1.86.Final

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1.435 kafka-protobuf-provider 7.0.5

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1.515 activation-api 1.2.0
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1.522 python-gobject-base 3.22.0-1.el7_4.1
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1.536 commons-compress 1.21

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1.539 acl 2.2.51-15.el7

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1.540 jersey-common 2.37

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1.562 netty-transport-native-epoll 4.1.86.Final

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1.565 httpcomponents-mime 4.5.13

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1.566 accessors-smart 2.4.7

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1.569 passwd 0.79-6.el7

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1.570 cryptsetup 2.0.3-6.el7

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1.571 jersey-media-json-jackson 2.37

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1.586 mail 1.6.2
1.586.1 Available under license
1.587 pth 2.0.7-23.el7
1.587.1 Available under license
1.588 httpcore-nio 4.4.15
1.588.1 Available under license
1.589 commons-logging 1.2
1.589.1 Available under license
1.590 guice-servlet 4.2.2
1.590.1 Available under license
1.591 commons-lang 2.6
1.591.1 Available under license

1.1 libjpeg 6b

1.1.1 Notifications :

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

1.1.2 Available under license :

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

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

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

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

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

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

DOCUMENTATION

ROADMAP
==========

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.
JPEG is intended for compressing
"real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not

exactly identical to the input image. Hence you must not use JPEG if you
have to have identical output bits. However, on typical photographic images,
very good compression levels can be obtained with no visible change, and
remarkably high compression levels are possible if you can tolerate a
low-quality image. For more details, see the references, or just experiment
with various compression settings.

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

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

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

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

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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
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CompuServe Incorporated."

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

The best short technical introduction to the JPEG compression algorithm is
Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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

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

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

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

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

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

ARCHIVE LOCATIONS

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of

general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers
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 send usenet/news.answers/jpeg-faq/part1
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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 :

The GIFLIB distribution is Copyright (c) 1997 Eric S. Raymond

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1.5 zstd 1.4.0

1.5.1 Available under license :

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1.9 rocksdb 1.1.8

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1.10 lcms 2.12

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1.11 lz4 1.9.1

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1.12 xorg-randr 1.5.1

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Don't put empty lines into this file!
#
builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT

#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c

#
subprojects/dlg
#
#
EOF
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The gzip module uses the zlib license (see `src/gzip/zlib.h`) which too is compatible to the above two licenses.

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1.14 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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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 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

1.15 zstd 1.5.0

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* /lz4-1-4-0-sources-jar/net/jpountz/lz4/LZ4BlockOutputStream.java
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* /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
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* /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
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1.17 libpng 1.6.38

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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
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
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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 package is maintained by Michael Stone <mstone@debian.org> and
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This debian package was first created by Michael Stone <mstone@debian.org>,
from coreutils 4.5.1.

Changes:
* added Debian GNU/Linux package maintenance system files
* at times, bug fixes awaiting inclusion in the upstream source

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sources from ftp.python.org:/pub/python, based on the Debianization by
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Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting

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

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

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

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1.6.1	1.6	2001	CNRI	yes (2)
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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
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2.6.4	2.6.3	2009	PSF	yes
3.0	2.6	2008	PSF	yes
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Upstream-Contact: Thorsten Kukuk <kukuk@thkukuk.de>
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Files: AUTHORS
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      config.h.in
      libnsl.pc.in
      Makefile.am
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      src/Makefile.am
      src/do_ypcall.c
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      src/libnsl.map
      src/nisplus/nis_error.c
      src/taddr2host.c
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      src/yp_first.c
      src/yp_get_default_domain.c
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Files: src/libc-lock.h
src/nisplus/nis_add.c
src/nisplus/nis_addmember.c
src/nisplus/nis_call.c
src/nisplus/nis_callback.c
src/nisplus/nis_checkpoint.c
src/nisplus/nis_clone_dir.c
src/nisplus/nis_clone_obj.c
src/nisplus/nis_clone_res.c
src/nisplus/nis_creategroup.c
src/nisplus/nis_defaults.c
src/nisplus/nis_destroygroup.c
src/nisplus/nis_domain_of.c
src/nisplus/nis_domain_of_r.c
src/nisplus/nis_file.c
src/nisplus/nis_findserv.c
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src/nisplus/nis_hash.c
src/nisplus/nis_intern.h
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src/nisplus/nis_local_names.c
src/nisplus/nis_lookup.c
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
src/rpcsvc/yp.h
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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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Also, thanks for Dennis L. Mumaugh for the initial shadow password
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by Dr. Michael Newberry (miken@cs.adfa.oz.au) and Micheal J. Miller, Jr.
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4 has been provided by Andrew Herbert (andrew@werple.pub.uu.oz.au).
Special thanks to Marek Michalkiewicz (marekm@i17linuxb.ists.pwr.wroc.pl)
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bzip2/libbzip2 version 1.0.5 of 10 December 2007

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lib/accelerated/x86/elf/aes-ssse3-x86.s

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fuzz/gnutls_psk_server_fuzzer.c
fuzz/gnutls_psk_client_fuzzer.c fuzz/gnutls_srp_client_fuzzer.c
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GNU `diff' was written by Mike Haertel, David Hayes, Richard Stallman,

Len Tower, and Paul Eggert. Wayne Davison designed and implemented
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GNU `sdiff' was written by Thomas Lord. GNU `cmp' was written by
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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

Stephen,

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MA

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Date: Thu, 5 Jun 2003 16:53:32 -0400 (EDT)
From: Mark Adamson <adamson@andrew.cmu.edu>
To: Stephen Frost <sfrost@debian.org>
Subject: Re: Mark Adamson 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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Regards, Kurt

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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
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<ametzler@debian.org> followed.

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* 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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It has been packaged by Marco d'Itri <md@linux.it>.

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

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

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

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

The `_random' module includes code based on a download from
`http://www.math.keio.ac.jp/~matumoto/MT2002/emt19937ar.html'. The
following are the verbatim comments from the original code:

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)
or init_by_array(init_key, key_length).

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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
`getnameinfo',

which are coded in separate source files from the WIDE
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- Use binascii module to do the actual line-by-line conversion
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This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C, Objective-C++, and Modula-2 compilers, documentation, and support libraries. In addition, Debian provides the gm2 compiler, either in 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)
ftp://sourceware.org/pub/newlib/ (for newlib)
git://git.savannah.gnu.org/gm2.git (for Modula-2)

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 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides
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- libitm
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- libstdc++-v3
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D:
gdc-9 GNU D Compiler
libphobos-9-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:
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The Zlib data compression library:
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The Phobos standard runtime library:
- d/phobos/*

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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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Python was created in the early 1990s by Guido van Rossum at Stichting
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In 1995, Guido continued his work on Python at the Corporation for
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In May 2000, Guido and the Python core development team moved to

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src/clnt_perror.c
src/clnt_raw.c
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src/debug.c
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src/rpcb_prot.c
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src/xdr_array.c
src/xdr_float.c
src/xdr_mem.c
src/xdr_rec.c
src/xdr_reference.c
src/xdr_sizeof.c
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tirpc/rpc/auth_des.h
tirpc/rpc/auth_unix.h
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tirpc/rpc/pmap_clnt.h
tirpc/rpc/pmap_prot.h
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tirpc/rpc/rpc_com.h

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Written by: Philip Hazel
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 Date: Sun, 19 Jul 2009 13:28:23 +0300
 Message-Id: <200907191328.23816.lasse.collin@tukaani.org>
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 misc/unix/getopt.c,
file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

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Upstream-Contact: Werner Koch <wk@gnupg.org>
Source: https://gnupg.org/ftp/gcrypt/libassuan/

Files: *
Makefile.am
src/Makefile.am
src/assuan-buffer.c
src/assuan-error.c
src/assuan-inquire.c
src/assuan-io.c
src/assuan-listen.c
src/assuan-pipe-server.c
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m4/ltsugar.m4
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m4/onceonly.m4
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distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
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This is the Debian GNU/Linux prepackaged version of the GNU compiler
collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C,
Objective-C++, and Modula-2 compilers, documentation, and support
libraries. In addition, Debian provides the gm2 compiler, either in
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)
 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 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
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- libitm
- libssp
- libstdc++-v3

- libobjc
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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.

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The DMD Compiler implementation of the D programming language:
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The Phobos standard runtime library:
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1.26 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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1.27 jackson-dataformat-yaml 2.15.1

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1.28 txw2 2.3.1

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*/

1.29 metrics-health-checks 4.2.12

1.29.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.health
Build-Jdk-Spec: 11
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: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.health.jvm;uses:="com.codahale.me
trics.health,com.codahale.metrics.jvm";version="4.2.12",com.codahale.
metrics.health.annotation;version="4.2.12",com.codahale.metrics.healt
h;uses:="com.codahale.metrics";version="4.2.12"
Implementation-Title: Metrics Health Checks
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.2,5)",com.codahale.metrics.health,com.codahale.metrics.h
ealth.annotation,com.codahale.metrics.jvm;version="[4.2,5)";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-4-2-12-jar/META-INF/MANIFEST.MF

1.30 metrics-httpasyncclient 4.0.5

1.30.1 Available under license :

Apache-2.0

1.31 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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1.32 json-schema-validator 2.2.14

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Pablo Pinhero

* Add a "lib" target to the build: jar with all dependencies builtin.

Corey Sciuto

* Tests for date-time format attribute; date-time-millis format attribute (now superseded by date-time itself).

Matt Bishop:

* Initial OSGi support for maven (now superseded by Gradle).

Kelvin Pho

* Pointer collectors for draft v4 keywords (since then moved to -core).

1.33 commons-beanutils 1.9.4

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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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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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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>.

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

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```
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Public License can be found in `/usr/share/common-licenses/GPL-2'.
#
# 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
files of the EXT2 file system utilities. The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Fri Dec 14 22:24:35 EST 2007

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Index: tdbsa/tdb.c
===
--- 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)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell   2005
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+   Copyright (C) Jeremy Allison   2000-2006
+   Copyright (C) Paul `Rusty' Russell   2000

    ** NOTE! The following LGPL license applies to the tdb
    ** library. This does NOT imply that all of Samba is released
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Gadi Oxman, August 1995

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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:

http://sourceforge.net/projects/e2fsprogs

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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

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1.38 agent-api 4.5.13.27526

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1.39 d-bus 1.10.24-15.el7

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1.40 libcurl 7.29.0-59.el7_9.1

1.40.1 Available under license :

License Mixing with apps, libcurl and Third Party Libraries
==========

libcurl can be built to use a fair amount of various third party libraries,

libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

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license was created, which does not have the
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libcurl http://curl.haxx.se/docs/copyright.html

> Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

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axTLS http://axtls.sourceforge.net/

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c-ares http://daniel.haxx.se/projects/c-ares/license.html

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

krb4

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

MIT Kerberos http://web.mit.edu/kerberos/www/dist/

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Heimdal http://www.pdc.kth.se/heimdal/

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fbopenssl

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

libidn http://josefsson.org/libidn/

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OpenLDAP http://www.openldap.org/software/release/license.html

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

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1.41 nss-softokn-freebl 3.79.0-4.el7_9

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1.42 jackson-module-afterburner 2.10.5

1.42.1 Available under license :

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
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It is currently developed by a community of developers, as well as supported
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1.43 swagger-models 2.2.2

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1.45 jackson-module-blackbird 2.13.4

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1.47 opentelemetry-semconv 1.12.0

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1.48 xmlunit-core 2.9.0

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Manifest-Version: 1.0
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: org.xmlunit.xmlunit-core
Built-By: stefan
X-Git-Hash: e8420e80ed5ff60236d09f2950f5e0c5d8fcc59d (Branch main)
Bnd-LastModified: 1643130746894
Specification-Title: org.xmlunit:xmlunit-core
Implementation-Vendor-Id: org.xmlunit
Bundle-DocURL: https://www.xmlunit.org/
Import-Package: javax.xml.bind,javax.xml.bind.annotation,javax.xml.bin
d.util,javax.xml.namespace,javax.xml.parsers,javax.xml.transform,java
x.xml.transform.dom,javax.xml.transform.sax,javax.xml.transform.strea
m,javax.xml.validation,javax.xml.xpath,org.w3c.dom,org.xml.sax,org.xm
l.sax.helpers
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Export-Package: org.xmlunit;version="2.9.0",org.xmlunit.builder;versio
n="2.9.0",org.xmlunit.builder.javax_jaxb;version="2.9.0",org.xmlunit.
diff;version="2.9.0",org.xmlunit.input;version="2.9.0",org.xmlunit.tr
ansform;version="2.9.0",org.xmlunit.util;version="2.9.0",org.xmlunit.
validation;version="2.9.0",org.xmlunit.xpath;version="2.9.0"
Bundle-Name: org.xmlunit:xmlunit-core
Implementation-Title: org.xmlunit:xmlunit-core
Bundle-Description: XMLUnit for Java
Automatic-Module-Name: org.xmlunit
Implementation-Version: 2.9.0
Specification-Vendor: XMLUnit
Bundle-ManifestVersion: 2
Bundle-Vendor: XMLUnit
Tool: Bnd-3.2.0.201605172007
Implementation-Vendor: XMLUnit
Bundle-Version: 2.9.0
X-Compile-Target-JDK: 1.7
build-time: 2022-01-25T17:11:48Z
X-Compile-Source-JDK: 1.7
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Specification-Version: 2.9
Implementation-URL: https://www.xmlunit.org/

Found in path(s):
* /xmlunit-core-2-9-0-jar/META-INF/MANIFEST.MF

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1.49 dropwizard-util 2.1.2

1.49.1 Available under license :

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1.50 mockito 2.28.2

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1.52 asm 9.1

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* /asm-9-1-sources-jar/org/objectweb/asm/Frame.java
* /asm-9-1-sources-jar/org/objectweb/asm/SymbolTable.java
* /asm-9-1-sources-jar/org/objectweb/asm/ModuleWriter.java
* /asm-9-1-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-9-1-sources-jar/org/objectweb/asm/RecordComponentWriter.java
* /asm-9-1-sources-jar/org/objectweb/asm/Symbol.java
* /asm-9-1-sources-jar/org/objectweb/asm/CurrentFrame.java

1.53 slf4j 1.7.36

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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
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/RequestLocaleResolver.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/context/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/ProxyHeaderParser.java
*
 /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/package-info.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/codec/package-info.java
* /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

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* /micronaut-http-server-3-8-8-sources-
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* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/package-info.java
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/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
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ExceptionHandler.java
* /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
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* /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
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* /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/exceptions/response/ErrorResponseProcessor.java
* /micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/DefaultErrorContext.java
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1.55 libpkit 0.23.5-3.el7

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1.56 nss 3.79.0-5.el7_9

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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.

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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
customarily used for software interchange; or,

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
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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

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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The hypothetical commands `show
w' and `show c' should show the appropriate
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`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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Version 2.1, February 1999

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Preamble

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

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

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

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

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

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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, 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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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

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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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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 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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to use the modified definitions.)

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

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

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

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

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

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be distributed under the terms of the
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b) Give prominent notice with the combined library of the fact
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1.60 protobuf-java-format 1.2

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1.61 jul-to-slf4j 1.7.36

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

1.62 javax-ws-rs-api 2.1.1

1.63 velocity-engine-scripting 2.3

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.65 hystrix-core 1.5.12

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Core team:
#
These people were responsible for the initial implementations in Java and
C++.

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Lara Rennie
David Yonge-Mallo
David Beaumont

Team carrying out the bulk of metadata maintenance, bug fixes & feature
requests, and porting new features to Javascript.

Andy Staudacher
Aravind Penmetsa
David Beaumont
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Sumathi Sundara Murthy

Additional contributions:

Javascript
Nikolaos Tronikos
  -- Initial implementation, some subsequent maintenance.
James Wright
  -- Short number info port to Javascript.

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-- Timezone mapper.
Philippe Liard
-- Offline geocoder, local Maven expert.
Cecilia Roes
-- Carrier mapper.
Tom Hofmann
-- First version
of the PhoneNumberMatcher and related classes.
Fabien Allanic
Kushal Pisavadia

C++:
Patrick Mzard
-- Geocoding library implementation.
Philippe Liard
-- Initial open-sourcing of a C++ library, responsible for getting this to
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Cecilia Roes
Florian Grisch
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Jeanine Lilleng
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END OF TERMS AND CONDITIONS

1.75 netty 4.1.86.Final

1.75.1 Available under license :

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

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

<artifactId>jctools-core</artifactId>
<groupId>org.jctools</groupId>
<version>3.1.0</version>
<name>Java Concurrency Tools Core Library</name>
<description>Java Concurrency Tools Core Library</description>
<packaging>bundle</packaging>

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<groupId>org.hamcrest</groupId>
<artifactId>hamcrest-all</artifactId>
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<groupId>junit</groupId>
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<dependency>
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<artifactId>guava-testlib</artifactId>
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</dependency>
</dependencies>
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  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-surefire-plugin</artifactId>
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  </configuration>
 </plugin>
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  <groupId>org.apache.felix</groupId>
  <artifactId>maven-bundle-plugin</artifactId>
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  <configuration>
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    <Import-Package>sun.misc;resolution:=optional</Import-Package>
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 <plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
  <version>3.2.0</version>
  <executions>
   <execution>
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    <phase>verify</phase>
    <goals>
     <goal>jar-no-fork</goal>
    </goals>
   </execution>
  </executions>
 </plugin>
 <plugin>
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  <artifactId>maven-javadoc-plugin</artifactId>
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  <configuration>
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</plugins>
</build>

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

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

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

<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>
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 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

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

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 <maven.compiler.target>${java.version}</maven.compiler.target>
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 <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):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
No license file was found, but licenses were detected in source scan.

```
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```

Found in path(s):
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec-http2/native-image.properties
* /netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/native-image/io.netty/netty-transport/native-image.properties
* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties
* /netty-zip/netty/netty-buffer-4-1-86-final-jar/META-INF/native-image/io.netty/netty-buffer/native-image.properties
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/native-image/io.netty/netty-common/native-image.properties
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec/native-

image.properties
*
/netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/native-image/io.netty/netty-handler/native-image.properties
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-->

Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/maven/io.netty/netty-common/pom.xml
* /netty-zip/netty/netty-buffer-4-1-86-final-jar/META-INF/maven/io.netty/netty-buffer/pom.xml
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec/pom.xml
*
/netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport/pom.xml
* /netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/maven/io.netty/netty-handler/pom.xml
* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml
* /netty-zip/netty/netty-codec-socks-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-socks/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Common
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.common
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.common
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855137664
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project

Import-Package: sun.misc;resolution:=optional,com.oracle.svm.core.anno
tate;resolution:=optional,javax.security.cert;resolution:=optional,or
g.apache.commons.logging;resolution:=optional;version="[1.2,2)",org.a
pache.log4j;resolution:=optional;version="[2.17,3)",org.apache.loggin
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ion:=optional;version="[1.7,2)",org.slf4j.helpers;resolution:=optiona
l;version="[1.7,2)",org.slf4j.spi;resolution:=optional;version="[1.7,
2)",reactor.blockhound;resolution:=optional,reactor.blockhound.integr
ation;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
DynamicImport-Package: *
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.util;uses:="io.netty.util.concurrent,io.netty
.util.internal";version="4.1.86",io.netty.util.collection;version="4.
1.86",io.netty.util.concurrent;uses:="io.netty.util.internal";version
="4.1.86",io.netty.util.internal;uses:="io.netty.util,io.netty.util.c
oncurrent,io.netty.util.internal.logging,javax.security.cert,reactor.
blockhound,reactor.blockhound.integration";version="4.1.86",io.netty.
util.internal.logging;version="4.1.86",io.netty.util.internal.svm;ver
 sion="4.1.86"
Bundle-Name: Netty/Common
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-common/

Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/MANIFEST.MF
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Manifest-Version: 1.0
Implementation-Title: Netty/Buffer
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.buffer
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.buffer
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855150807
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project

Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.buffer;uses:="io.netty.util";version="4.1.86"
,io.netty.buffer.search;uses:="io.netty.util";version="4.1.86"
Bundle-Name: Netty/Buffer
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-buffer/

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Found in path(s):
* /netty-zip/netty/netty-transport-classes-epoll-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml
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io.netty.util.internal.Hidden$NettyBlockHoundIntegration

Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Codec/HTTP
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec.http
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-http
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855212920
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optiona
l,com.jcraft.jzlib;resolution:=optional,io.netty.buffer;version="[4.1
,5)",io.netty.channel;version="[4.1,5)",io.netty.channel.embedded;ver
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;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.
util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=option
al,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.ecl
ipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.http;uses:="io.netty.buffer,io.
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ler.codec.http.websocketx.extensions;uses:="io.netty.channel,io.netty
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til";version="4.1.86"
Bundle-Name:
Netty/Codec/HTTP
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec-http/

Found in path(s):
* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/MANIFEST.MF
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Manifest-Version: 1.0
Implementation-Title: Netty/Codec/Socks
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec.socks
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-socks
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851140833
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.handler.codec,io.netty.util;version="[4.1,5)"
,io.netty.util.internal;version="[4.1,5)",io.netty.util.internal.logg
ing;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jet
ty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;ve

rsion="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.socks;uses:="io.netty.buffer,io
.netty.channel,io.netty.handler.codec";version="4.1.86",io.netty.hand
ler.codec.socksx;uses:="io.netty.buffer,io.netty.channel,io.netty.han
dler.codec,io.netty.handler.codec.socksx.v5";version="4.1.86",io.nett
y.handler.codec.socksx.v4;uses:="io.netty.buffer,io.netty.channel,io.
netty.handler.codec,io.netty.handler.codec.socksx";version="4.1.86",i
o.netty.handler.codec.socksx.v5;uses:="io.netty.buffer,io.netty.chann
el,io.netty.handler.codec,io.netty.handler.codec.socksx";version="4.1
.86"
Bundle-Name: Netty/Codec/Socks
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-codec-socks/

Found in path(s):
* /netty-zip/netty/netty-codec-socks-4-1-86-final-jar/META-INF/MANIFEST.MF
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Manifest-Version: 1.0
Implementation-Title: Netty/Transport
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.transport
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855167311
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.resolver;ve
rsion="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurr
ent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.net
ty.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opt
ional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.
 eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.bootstrap;uses:="io.netty.channel,io.netty.re

solver,io.netty.util";version="4.1.86",io.netty.channel;uses:="io.net
ty.bootstrap,io.netty.buffer,io.netty.util,io.netty.util.concurrent";
version="4.1.86",io.netty.channel.embedded;uses:="io.netty.channel";v
ersion="4.1.86",io.netty.channel.group;uses:="io.netty.channel,io.net
ty.util.concurrent";version="4.1.86",io.netty.channel.internal;versio
n="4.1.86",io.netty.channel.local;uses:="io.netty.channel";version="4
.1.86",io.netty.channel.nio;uses:="io.netty.buffer,io.netty.channel,i
o.netty.util,io.netty.util.concurrent";version="4.1.86",io.netty.chan
nel.oio;uses:="io.netty.buffer,io.netty.channel";version="4.1.86",io.
netty.channel.pool;uses:="io.netty.bootstrap,io.netty.channel,io.nett
y.util.concurrent";version="4.1.86",io.netty.channel.socket;uses:="io
.netty.buffer,io.netty.channel,io.netty.util";version="4.1.86",io.net
ty.channel.socket.nio;uses:="io.netty.buffer,io.netty.channel,io.nett
y.channel.nio,io.netty.channel.socket";version="4.1.86",io.netty.chan
nel.socket.oio;uses:="io.netty.buffer,io.netty.channel,io.netty.chann
el.oio,io.netty.channel.socket";version="4.1.86"
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport/

Found in path(s):
* /netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.epoll.linux.x86_64
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-epoll
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851257748
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/Transport/Native/Epoll
Bundle-Version:

4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-transport-native-epoll/

Found in path(s):
* /netty-zip/netty/netty-transport-native-epoll-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Codec
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855178734
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j;resolution:=optional,com.aa
yushatharva.brotli4j.decoder;resolution:=optional,com.aayushatharva.b
rotli4j.encoder;resolution:=optional,com.github.luben.zstd;version="[
1.5,2)";resolution:=optional,com.google.protobuf;version="[2.6,3)";re
solution:=optional,com.google.protobuf.nano;resolution:=optional,com.
 jcraft.jzlib;resolution:=optional,com.ning.compress;version="[1.0,2)"
;resolution:=optional,com.ning.compress.lzf;version="[1.0,2)";resolut
ion:=optional,com.ning.compress.lzf.util;version="[1.0,2)";resolution
:=optional,io.netty.buffer;version="[4.1,5)",io.netty.channel;version
="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.util;ve
rsion="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.u
til.internal;version="[4.1,5)",io.netty.util.internal.logging;version
="[4.1,5)",lzma.sdk;resolution:=optional,lzma.sdk.lzma;resolution:=op
tional,net.jpountz.lz4;resolution:=optional,net.jpountz.xxhash;resolu
tion:=optional,org.jboss.marshalling;resolution:=optional,sun.nio.ch;
resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution
:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optiona
l
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package:
 io.netty.handler.codec;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.util";version="4.1.86",io.n

etty.handler.codec.base64;uses:="io.netty.buffer,io.netty.channel,io.
netty.handler.codec";version="4.1.86",io.netty.handler.codec.bytes;us
es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.compression;uses:="com.aayushatharva
.brotli4j.encoder,io.netty.buffer,io.netty.channel,io.netty.handler.c
odec,net.jpountz.lz4";version="4.1.86",io.netty.handler.codec.json;us
es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.marshalling;uses:="io.netty.buffer,i
o.netty.channel,io.netty.handler.codec,org.jboss.marshalling";version
="4.1.86",io.netty.handler.codec.protobuf;uses:="com.google.protobuf,
com.google.protobuf.nano,io.netty.buffer,io.netty.channel,io.netty.ha
ndler.codec";version="4.1.86",io.netty.handler.codec.serialization;us
es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.string;uses:="io.netty.buffer,io.net
ty.channel,io.netty.handler.codec";version="4.1.86",io.netty.handler.
codec.xml;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.co
dec";version="4.1.86"
Bundle-Name: Netty/Codec
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec/

Found in path(s):
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Classes/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.transport.classes.epoll
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-classes-epoll
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851209269
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.channel.unix;version=
"[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collection;ve
rsion="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.u
til.internal;version="[4.1,5)",io.netty.util.internal.logging;version

="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;vers
ion="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2
)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.epoll;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util,
io.netty.util.concurrent";version="4.1.86"
Bundle-Name: Netty/Transport/Classes/Epoll
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-transport-classes-epoll/

Found in path(s):
* /netty-zip/netty/netty-transport-classes-epoll-4-1-86-final-jar/META-INF/MANIFEST.MF
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~ under the License.
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Found in path(s):
* /netty-zip/netty/netty-transport-native-epoll-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-http2/pom.xml
* /netty-zip/netty/netty-resolver-4-1-86-final-jar/META-INF/maven/io.netty/netty-resolver/pom.xml
* /netty-zip/netty/netty-handler-proxy-4-1-86-final-jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Unix/Common
Bundle-Description: Static library which contains common unix utilitie
s.

Automatic-Module-Name: io.netty.transport.unix.common
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-unix-common
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855190526
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.util;version="[4.1,5)
",io.netty.util.internal;version="[4.1,5)",sun.nio.ch;resolution:=opt
ional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.
eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool:
 Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.unix;uses:="io.netty.buffer,io.netty.
channel,io.netty.channel.socket,io.netty.util";version="4.1.86"
Bundle-Name: Netty/Transport/Native/Unix/Common
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport-native-unix-commo
n/

Found in path(s):
* /netty-zip/netty/netty-transport-native-unix-common-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Resolver
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.resolver
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855159282
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre

nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.resolver;uses:="io.netty.util.concurrent";ver
sion="4.1.86"
Bundle-Name: Netty/Resolver
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-resolver/

Found in path(s):
* /netty-zip/netty/netty-resolver-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Handler/Proxy
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.handler.proxy
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.handler-proxy
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851161046
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",io.net
ty.handler.codec.http;version="[4.1,5)",io.netty.handler.codec.socksx
.v4;version="[4.1,5)",io.netty.handler.codec.socksx.v5;version="[4.1,
5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version=
 "[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.inte
rnal.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.ec
lipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jett
y.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.proxy;uses:="io.netty.channel,io.nett

y.handler.codec.http,io.netty.util.concurrent";version="4.1.86"
Bundle-Name: Netty/Handler/Proxy
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-handler-proxy/

Found in path(s):
* /netty-zip/netty/netty-handler-proxy-4-1-86-final-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /netty-zip/netty/netty-transport-native-unix-common-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Handler
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.handler
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.handler
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855199960
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.security.x509;resolution:=optional,org.eclipse.jet

ty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;ve
rsion="[1,2)";resolution:=optional,io.netty.buffer;version="[4.1,5)",
io.netty.channel;version="[4.1,5)",io.netty.channel.socket;version="[
4.1,5)",io.netty.channel.unix;version="[4.1,5)",io.netty.handler.code
c;version="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",i
o.netty.internal.tcnative;version="[2.0,3)";resolution:=optional,io.n
etty.resolver;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.ne
tty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version=
"[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",javax.cryp
to,javax.crypto.spec,javax.net.ssl,javax.security.auth.x500,javax.sec
urity.cert,org.bouncycastle.asn1.pkcs;version="[1.69,2)";resolution:=
optional,org.bouncycastle.asn1.x500;version="[1.69,2)";resolution:=op
tional,org.bouncycastle.cert;version="[1.69,2)";resolution:=optional,
org.bouncycastle.cert.jcajce;version="[1.69,2)";resolution:=optional,
org.bouncycastle.jce.provider;version="[1.69,2)";resolution:=optional
,org.bouncycastle.openssl;version="[1.69,2)";resolution:=optional,org
.bouncycastle.openssl.jcajce;version="[1.69,2)";resolution:=optional,
org.bouncycastle.operator;version="[1.69,2)";resolution:=optional,org
.bouncycastle.operator.jcajce;version="[1.69,2)";resolution:=optional
,org.bouncycastle.pkcs;version="[1.69,2)";resolution:=optional,org.co
nscrypt;version="[2.5,3)";resolution:=optional,sun.nio.ch;resolution:
=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.address;uses:="io.netty.channel,io.ne
tty.resolver";version="4.1.86",io.netty.handler.flow;uses:="io.netty.
channel";version="4.1.86",io.netty.handler.flush;uses:="io.netty.chan
nel";version="4.1.86",io.netty.handler.ipfilter;uses:="io.netty.chann
el";version="4.1.86",io.netty.handler.logging;uses:="io.netty.channel
,io.netty.util.internal.logging";version="4.1.86",io.netty.handler.pc
ap;uses:="io.netty.channel";version="4.1.86",io.netty.handler.ssl;use
s:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io.netty.
util,io.netty.util.concurrent,javax.crypto,javax.net.ssl";version="4.
1.86",io.netty.handler.ssl.ocsp;uses:="io.netty.channel,io.netty.hand
ler.ssl";version="4.1.86",io.netty.handler.ssl.util;uses:="javax.net.
ssl,javax.security.auth.x500,javax.security.cert";version="4.1.86",io
.netty.handler.stream;uses:="io.netty.buffer,io.netty.channel";versio
n="4.1.86",io.netty.handler.timeout;uses:="io.netty.channel";version=
"4.1.86",io.netty.handler.traffic;uses:="io.netty.channel,io.netty.ut
il.concurrent";version="4.1.86"
Bundle-Name: Netty/Handler
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-handler/

Found in path(s):

* /netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Codec/HTTP2
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec.http2
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-http2
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851101053
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optiona
l,io.netty.buffer;version="[4.1,5)",io.netty.channel;version="[4.1,5)
",io.netty.channel.embedded;version="[4.1,5)",io.netty.handler.codec,
io.netty.handler.codec.base64;version="[4.1,5)",io.netty.handler.code
c.compression;version="[4.1,5)",io.netty.handler.codec.http;version="
 [4.1,5)",io.netty.handler.logging;version="[4.1,5)",io.netty.handler.
ssl;version="[4.1,5)",io.netty.handler.stream;version="[4.1,5)",io.ne
tty.util;version="[4.1,5)",io.netty.util.collection;version="[4.1,5)"
,io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;ve
rsion="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",java
x.net.ssl,sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;versi
on="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)
";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.http2;uses:="io.netty.buffer,io
.netty.channel,io.netty.channel.embedded,io.netty.handler.codec,io.ne
tty.handler.codec.compression,io.netty.handler.codec.http,io.netty.ha
ndler.logging,io.netty.handler.stream,io.netty.util,io.netty.util.col
lection,io.netty.util.concurrent";version="4.1.86"
Bundle-Name:
 Netty/Codec/HTTP2
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-codec-http2/

Found in path(s):
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/MANIFEST.MF

1.76 texinfo 5.1-5.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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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
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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) 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
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performing this distribution.

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specified materials from the same place.

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

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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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other library
facilities. This must be distributed under the terms of the Sections above.

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Version 3, 29 June 2007

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The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

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"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this

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To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major

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those activities but
which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

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You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

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b) The work must carry prominent notices stating that it is

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c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.

d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

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You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the

product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge.
You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

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"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute
modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information
does not include a
requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

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a method in class "org.apache.commons.math3.util.MathArrays") was
inspired from the algorithm description provided in
"Algorithms", by Ian Craw and John Pulham
 (University of Aberdeen 1999).
The textbook (containing a proof that the shuffle is uniformly random) is
available here:
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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

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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
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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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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
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org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-el-api

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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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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* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/publicdomain/zero/1.0/
*/
/**
    * 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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```

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* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/annotations/Beta.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
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* /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
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* /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
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 /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
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* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultConnectionFactory.java
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 /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
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/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/changestream/OperationTypeCodec.java
* /mongodb-driver-core-4-6-1-sources-
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* /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
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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
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/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
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/ListDatabasesOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/management/JMXMBeanServer.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/binding/ConnectionSource.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ProtocolExecutor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/CommitTransactionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/event/ServerMonitorListenerMulticaster.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/netty/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ByteBufBsonDocument.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AsyncSingleBatchQueryCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ServerListenerAdapter.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/MapReduceHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/RenameCollectionOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/DocumentToDBRefTransformer.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/MongoWriteConcernWithResponseException.java

* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/QueryBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-
jar/com/mongodb/internal/connection/ClusterClockAdvancingSessionContext.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ReadConcernLevel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoExecutionTimeoutException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ClusterListenerAdapter.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/codecs/GeoJsonCodecProvider.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AsyncChangeStreamBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AggregateResponseBatchCursor.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/BasicDBObjectFactory.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/MongoCredentialWithCache.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/authentication/NativeAuthenticationHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/ServerSettings.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/BaseFindAndModifyOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/bulk/BulkWriteResult.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/FindOneAndDeleteOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/codecs/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ConnectionPoolCreatedEvent.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ReadPreference.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/vault/DataKeyOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/OpCode.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/NoOpCommandEventSender.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/ClusterSettings.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/UnixSocketChannelStream.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/vault/EncryptOptions.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/AbstractReferenceCounted.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ConcurrentPool.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/RequestContext.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/IdHoldingBsonWriter.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/DBRefCodecProvider.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/WriteOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/session/SessionContext.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ClusterableServerFactory.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/dns/JndiDnsClient.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/validator/UpdateFieldNameValidator.java
*
/mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/LoadBalancedCluster.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/inject/OptionalProvider.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/session/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoNotPrimaryException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ClusterClock.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/operation/AsyncReadOperation.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ConnectionCheckedOutEvent.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/InsertManyOptions.java

* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/Updates.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/DeleteOneModel.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/ServerCursor.java
*
 /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/ConnectionPoolOpenedEvent.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/DefaultAuthenticator.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/SubjectProvider.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/bulk/WriteRequest.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/ServerTypeHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/model/geojson/CoordinateReferenceSystem.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/event/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/CursorType.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/gridfs/model/package-info.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/internal/connection/SocketStreamHelper.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/netty/NettyStreamFactory.java
*
 /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/MongoSecurityException.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/client/gridfs/codecs/GridFSFileCodecProvider.java
* /mongodb-driver-core-4-6-1-sources-jar/com/mongodb/connection/netty/NettyBufferProvider.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInternal.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInternal.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationValue.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexView.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationInstance.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Main.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Result.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriter.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReader.java
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/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV1.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataOutputStream.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Index.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfo.java

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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/VoidType.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
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/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
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1.92 dbus-python 1.1.1-9.el7

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1.97 metrics-servlets 4.2.12

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.servlets
Build-Jdk-Spec: 11
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: 4.2.12
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="4.2.12"
Implementation-Title: Metrics Utility Servlets
Implementation-Version: 4.2.12
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="[4.2,5)",com
.codahale.metrics.health;version="[4.2,5)",com.codahale.metrics.json;
version="[4.2,5)",com.codahale.metrics.jvm;version="[4.2,5)",com.fast
erxml.jackson.databind;version="[2.12,3)",com.fasterxml.jackson.datab
ind.util;version="[2.12,3)",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-4-2-12-jar/META-INF/MANIFEST.MF

1.98 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
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventFormat.java
* /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
* /cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/CloudEventV03.java
* /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
*
/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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1.99 jackson-databind 2.14.2

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* /bin/grep

1.101 velocity-engine-core 2.3

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1.102 dbus-glib 0.100-7.el7

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*/
```

Found in path(s):
* /animal-sniffer-annotations-1-19-sources-jar/org/codehaus/mojo/animal_sniffer/IgnoreJRERequirement.java

1.111 kmod-libs 20-28.el7

1.111.1 Available under license :

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Version 2.1, February 1999

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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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1.113 jctools-core 3.1.0

1.113.1 Available under license :

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

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```

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*/

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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
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* /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
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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
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* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
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* /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
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* /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeLongArrayAccess.java
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computer","my calculator",";","=",",","-
",".","/","`","[","\\","]","'","windows","","","","","ctl","control","option","pause","break","caps","return","escape","spc","spacebar","pgup","pgdn","ins","del","cmd","fromCharCode","title","alias","_inheritsLoose","subscriptionShape","prop_types_default","trySubscribe","isRequired","tryUnsubscribe","notifyNestedSubs","storeShape","forwardRef","components_Provider","storeKey","_Provider$childContex","subscriptionKey","Provider","_Component","_proto","context","_this","getChildContext","render","react","only","children","propTypes","element","childContextTypes","_objectWithoutPropertiesLoose","excluded","sourceKeys","CLEARED","nullListeners","notify","Subscription","parentSub","onStateChange","addNestedSub","Boolean","current","clear","get","createListenerCollection","connectAdvanced_prefixUnsafeLifecycleMethods","hotReloadingVersion","dummyState","noop","connectAdvanced","selectorFactory","_contextTypes","_childContextTypes","_ref2$getDisplayName","getDisplayName","_ref2$methodName","methodName","_ref2$renderCountProp","renderCountProp","_ref2$shouldHandleSta","shouldHandleStateChanges","_ref2$storeKey","_ref2$withRef","withRef","connectOptions","contextTypes","WrappedComponent","browser_default","react_is","JSON","stringify","wrappedComponentName","displayName","selectorFactoryOptions","Connect","renderCount","propsMode","setWrappedInstance","bind","initSelector","initSubscription","_ref3","subscription","componentDidMount","selector","run","shouldComponentUpdate","forceUpdate","componentWillReceiveProps","componentWillUnmount","getWrappedInstance","wrappedInstance","ref","sourceSelector","makeSelectorStateful","componentDidUpdate","notifyNestedSubsOnComponentDidUpdate","setState","addExtraProps","withExtras","UNSAFE_componentWillReceiveProps","hoist_non_react_statics_cjs_default","hasOwn","is","x","y","shallowEqual","objA","objB","keysA","keysB","wrapMapToPropsConstant","getConstant","options","constant","constantSelector","dependsOnOwnProps","getDependsOnOwnProps","mapToProps","wrapMapToPropsFunc","proxy","stateOrDispatch","ownProps","connect_mapDispatchToProps","mapDispatchToProps","redux","connect_mapStateToProps","mapStateToProps","defaultMergeProps","stateProps","dispatchProps","connect_mergeProps","mergeProps","mergedProps","pure","areMergedPropsEqual","hasRunOnce","nextMergedProps","wrapMergePropsFunc","impureFinalPropsSelectorFactory","pureFinalPropsSelectorFactory","areStatesEqual","areOwnPropsEqual","areStatePropsEqual","hasRunAtLeastOnce","handleSubsequentCalls","nextOwnProps","propsChanged","stateChanged","nextStateProps","statePropsChanged","handleNewState","finalPropsSelectorFactory","initMapStateToProps","initMapDispatchToProps","initMergeProps","match","factories","strictEqual","connect_connect","_temp","_ref$connectHOC","connectHOC","_ref$mapStateToPropsF","mapStateToPropsFactories","_ref$mapDispatchToPro","mapDispatchToPropsFactories","_ref$mergePropsFactor","mergePropsFactories","_ref$selectorFactory","_ref3$pure","_ref3$areStatesEqual","_ref3$areOwnPropsEqua","_ref3$areStatePropsEq","_ref3$areMergedPropsE","extraOptions","USE_SYMBOL","_extends3","_objectWithoutProperties3","_getPrototypeOf2","_classCallCheck3","_createClass3","_possibleConstructorReturn3","_inherits3","_simpleAssign2","_react","_react2","_events2","_keycode2","_FocusRipple2","_TouchRipple2","styleInjected","listening","tabPressed","EnhancedButton","_ret","isKeyboardFocused","handleKeyDown","disabled","disableKeyboardFocus","removeKeyboardFocus","onKeyDown","handleKeyUp","onKeyUp","handleBlur","cancelFocusTimeout","onBlur","handleFocus","persist","focusTimeout","setTimeout","setKeyboardFocus","onFocus","handleClick","onClick","_props","keyboardFocused","style","document","createElement","innerHTML","body","appendChild","injectStyle","on","window","button","focus","onKeyboardFocus","clearTimeout","_props2","centerRipple","disableFocusRipple","disableTouchRipple","focusRippleColor","focusRippleOpacity","touchRippleColor","touchRippleOpacity","focusRipple","color","opacity","show","overflow","touchRipple","

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ertBefore","_reactRootContainer","Ri","Si","Ti","Ui","xj","Wi","Xi","Yi","Zi","$i","componentDidCatch","aj","co
mponentStack","Rj","bj","cj","dj","ej","fj","gj","hj","ij","jj","kj","lj","mj","nj","oj","pj","qj","rj","sj","tj","uj","vj","

wj","timeoutMs","yj","zj","lastExpiredTime","Aj","firstPendingTime","lastPingedTime","nextKnownPendingLevel","callbackExpirationTime","callbackPriority","callbackNode","Bj","Cj","Dj","Ej","Fj","Gj","Hj","finishedWork","finishedExpirationTime","lastSuspendedTime","Ij","timeoutHandle","Jj","busyMinDurationMs","busyDelayMs","Kj","Mj","Nj","pingCache","Oj","ub","Pj","Xc","Qj","firstSuspendedTime","wb","activeElementDetached","focusedElem","selectionRange","Tj","wd","compareDocumentPosition","createRange","setStart","addRange","setEnd","vb","Uj","Vj","Wj","ob","Xj","unstable_observedBits","Zj","pendingChildren","ak","bk","ck","dk","ek","fk","Jc","_internalRoot","gk","ik","hasAttribute","hk","kk","jk","unmount","querySelectorAll","form","Lj","lk","Events","findFiberByHostInstance","isDisabled","supportsFiber","inject","onCommitFiberRoot","onCommitFiberUnmount","Yj","overrideHookState","overrideProps","setSuspenseHandler","scheduleUpdate","currentDispatcherRef","findHostInstanceByFiber","findHostInstancesForRefresh","scheduleRefresh","scheduleRoot","setRefreshHandler","getCurrentFiber","bundleType","rendererPackageName","createPortal","flushSync","unstable_batchedUpdates","unstable_createPortal","_f","MessageChannel","unstable_forceFrameRate","performance","cancelAnimationFrame","requestAnimationFrame","port2","port1","onmessage","postMessage","sortIndex","priorityLevel","unstable_Profiling","unstable_continueExecution","unstable_getFirstCallbackNode","unstable_next","unstable_pauseExecution","unstable_wrapCallback","ReactPropTypesSecret","emptyFunction","emptyFunctionWithReset","resetWarningCache","shim","propName","propFullName","secret","getShim","ReactPropTypes","bigint","bool","arrayOf","instanceOf","objectOf","exact","checkPropTypes","PropTypes","AsyncMode","ConcurrentMode","ContextConsumer","ContextProvider","Element","Lazy","Portal","isAsyncMode","isConcurrentMode","isContextConsumer","isContextProvider","isElement","isForwardRef","isFragment","isLazy","isPortal","isProfiler","isStrictMode","isSuspense","isValidElementType","typeOf","_keys2","_menu2","appBar","iconButtonSize","titleFontWeight","mainElement","iconButtonStyle","iconButtonIconStyle","flatButton","AppBar","handleClickLeftIconButton","onLeftIconButtonClick","handleClickRightIconButton","onRightIconButtonClick","handleTitleClick","onTitleClick","iconStyleLeft","iconStyleRight","showMenuIconButton","iconElementLeft","iconElementRight","iconClassNameLeft","iconClassNameRight","menuElementLeft","menuElementRight","titleComponent","titleElement","iconLeftStyle","iconElementLeftProps","iconElemLeftChildren","iconClassName","iconRightStyle","iconElementRightProps","iconElemRightChildren","_iconButtonIconStyle","rounded","DESCRIPTORS","getKeys","gOPS","$assign","aLen","getSymbols","isEnum","toLength","toAbsoluteIndex","IS_INCLUDES","$this","fromIndex","$getPrototypeOf","$Object","desc","TO_STRING","addToUnscopables","META","$fails","wks","wksDefine","enumKeys","_create","gOPNExt","$GOPD","$GOPS","$DP","gOPN","$JSON","_stringify","HIDDEN","TO_PRIMITIVE","SymbolRegistry","AllSymbols","OPSymbols","USE_NATIVE","setter","setSymbolDesc","protoDesc","$defineProperty","$defineProperties","$propertyIsEnumerable","$getOwnPropertyDescriptor","$getOwnPropertyNames","$getOwnPropertySymbols","IS_OP","$set","es6Symbols","wellKnownSymbols","FAILS_ON_PRIMITIVES","replacer","$replacer","setDesc","FREEZE","setMeta","windowNames","getWindowNames","check","buggy","_childUtils","IconButton","tooltipShown","hideTooltip","showTooltip","handleMouseOut","onMouseOut","hoveredStyle","tooltipPositionProp","tooltipPosition","tooltipStyles","fonticon","iconSize","tooltipElement","iconHoverColor","iconStyleFontIcon","childrenStyle","_ScaleInChild2","ScaleIn","minScale","prev","getValueForKey","nextKeysPending","pendingKeys","prevKey","childMapping","pendingNextKey","ScaleInChild","enterTimer","leaveTimer","initializeAnimation","animate","isArrayIter","createProperty","getIterFn","iter","arrayLike","mapfn","mapping","iterFn","ArrayProto","SAFE_CLOSING","riter","skipClosing","safe","CircleRipple","removeAfter","transitionValue","FontIcon","offColor","onColor","NavigationMenu","factory","ShouldUpdate","SvgIcon","svgIcon","Paper","paper","boxShadow","zDepthShadows","AutoComplete","focusTextField","searchText","dataSource","chosenRequest","chosenRequestText","updateInput","onUpdateInput","timerClickCloseId","onNewRequest","menuCloseDelay","dataSourceConfig","handleEscKeyDown","searchTextField","timerBlurClose","openOnFocus","requestsList","onClose","errorStyle","floatingLabelText","fullWidth","hintText","maxSearchResults","textFieldStyle","menuStyle","menuProps","popoverProps","popoverStyle","popoverOther","clientWidth","every","itemText","autoComplete","multiLine","levenshteinDistance","noFilter","defaultFilter","caseSensitiveFilter","caseInsensitiveFilter","levenshteinDistanceFilter","distanceLessThan","fuzzyFilter","compareString","searchTextIndex","Item","Divider","_EnhancedTextarea2","_TextFieldHint2","_TextFieldLabel2","_TextFieldUnderline2","TextField","errorText","hasValue","handleInputBlur","handleInputChange","handleInputFocus","ha

ndleHeightChange","newHeight","propsLeaf","uniqueId","getInputNode","floatingLabelFixed","floatingLabelFocusStyle","floatingLabelShrinkStyle","floatingLabelStyle","hintStyle","underlineDisabledStyle","underlineFocusStyle","underlineShow","rowsMax","textareaStyle","_context$muiTheme$tex","textField","floatingLabelColor","focusColor","errorColor","floatingLabel","font","WebkitOpacity","inputNative","appearance","textarea","inputId","errorTextElement","floatingLabelTextElement","shrinkStyle","htmlFor","shrink","inputProps","elem","childStyleMerged","rootProps","disabledStyle","focusStyle","EnhancedTextarea","syncHeightWithShadow","shadow","displayText","cursorPosition","setSelectionRange","shadowStyle","resize","rootStyles","textareaStyles","shadowStyles","readOnly","assertThisInitialized","objectWithoutPropertiesLoose","sourceSymbolKeys","TextFieldHint","hintColor","TextFieldLabel","defaultStyles","shrinkStyles","TextFieldUnderline","errorStyleColor","_muiTheme$textField","borderRight","borderBottomStyle","focusedUnderline","aria-
hidden","Subheader","inset","subheader","timerId","lastKeys","NAN","reTrim","reIsBadHex","reIsBinary","reIsOctal","freeParseInt","objectToString","nativeMax","nativeMin","debounce","wait","lastArgs","lastThis","maxWait","lastCallTime","lastInvokeTime","leading","maxing","trailing","invokeFunc","thisArg","shouldInvoke","timeSinceLastCall","timerExpired","trailingEdge","remainingWait","debounced","isInvoking","leadingEdge","toNumber","flush","isBinary","PopoverAnimationDefault","NavigationCheck","NavigationExpandLess","NavigationExpandMore","NestedList","Avatar","Badge","badgeContent","badgeStyle","primary","secondary","badge","badgeBackgroundColor","badgeTextColor","primaryColor","primaryTextColor","secondaryColor","radius2x","flexWrap","preparedChildren","_CardExpandable2","handleExpanding","newExpandedState","onExpandChange","initiallyExpanded","containerStyle","lastElement","doClone","addBottomPadding","containerMergedStyles","HardwareKeyboardArrowUp","HardwareKeyboardArrowDown","_checkBoxOutlineBlank2","_checkBox2","Checkbox","handleStateChange","newSwitched","handleCheck","transitionOrigin","checkWhenSwitched","checkWhenDisabled","box","boxColor","boxWhenSwitched","boxWhenDisabled","boxStyles","checkStyles","unCheckedElement","checkboxElement","enhancedSwitchProps","ToggleCheckBoxOutlineBlank","ToggleCheckBox","_cancel2","Chip","clicked","deleteHovered","focused","onRequestDelete","handleMouseEnterDeleteIcon","handleMouseLeaveDeleteIcon","handleClickDeleteIcon","buttonEventHandlers","chip","pressedColor","deleteIcon","deleteIconColor","childrenProp","deleteIconStyle","NavigationCancel","getArcLength","fraction","PI","thickness","wrapper","transitionTimingFunction","svg","stroke","strokeLinecap","relVal","getRelativeValue","CircularProgress","scalePath","rotateWrapper","scalePathTimer","rotateWrapperTimer","_dateUtils","_DatePickerDialog2","DatePicker","handleAccept","openDialog","formatDate","getControlledDate","defaultDate","dialogDate","dialogWindow","autoOk","cancelLabel","dialogContainerStyle","disableYearSelection","formatDateProp","maxDate","minDate","okLabel","onDismiss","onShow","openToYearSelection","shouldDisableDate","hideCalendarDate","utils","initialDate","onAccept","_Calendar2","_PopoverAnimationVertical2","DatePickerDialog","dismiss","handleClickDay","handleClickOk","handleClickCancel","calendar","isSelectedDateDisabled","getSelectedDate","handleWindowKeyUp","dialogContent","dialogBodyContent","Container","bodyStyle","contentStyle","repositionOnUpdate","onClickDay","onClickCancel","onClickOk","_CalendarActionButtons2","_CalendarMonth2","_CalendarYear2","_CalendarToolbar2","_DateDisplay2","_SlideIn2","daysArray","Calendar","displayDate","displayMonthDay","selectedDate","transitionDirection","calendarRefs","setSelectedDate","handleMonthChange","nextDirection","prevDirection","handleClickYear","handleClickDateDisplayMonthDay","handleClickDateDisplayYear","handleWindowKeyDown","nextArrow","prevArrow","addSelectedYears","addSelectedMonths","addSelectedDays","newSelectedDate","newDisplayDate","adjustedDate","getMinDate","getMaxDate","setDisplayDate","prevMonth","nextMonth","onClickYear","toolbarInteractions","getToolbarInteractions","isLandscape","datePicker","calendarTextColor","calendarContainer","yearContainer","weekTitle","weekTitleDay","transitionSlide","weekTitleDayStyle","onClickMonthDay","monthDaySelected","onMonthChange","yearSelector","CalendarActionButton","flatButtons","fontsize","_FlatButtonLabel2","FlatButton","_context$muiTheme$but","buttonHeight","buttonMinWidth","buttonTextTransform","_context$muiTheme$fla","buttonFilterColor","buttonColor","_context$muiTheme$fla2","defaultTextColor","defaultHoverColor","buttonHoverColor","buttonRippleColor","buttonBackgroundColor","iconCloned","labelStyleIcon","iconStyles","enhancedButtonChildren","FlatButtonLabel","_DayButton2","MozPaddingStart","CalendarMonth","selectedDateDisabled","getDayElements","isSameDate","getWeekElements","DayButton","buttonStateOpacity","buttonStateTransform","buttonState","selectColor","_YearButton

2","CalendarYear","scrollToSelectedYear","minYear","maxYear","selectedProps","yearFormated","yearButton","selectedYearButton","yearButtonNode","containerHeight","yearButtonNodeHeight","scrollYOffset","calendarYearBackgroundColor","overflowX","getYears","YearButton","alignSelf","_chevronLeft2","_chevronRight2","titleDiv","titleText","CalendarToolbar","handleClickPrevMonth","handleClickNextMonth","dateTimeFormatted","nextButtonIcon","prevButtonIcon","NavigationChevronLeft","NavigationChevronRight","SlideInChild","DateDisplay","selectedYear","handleClickMonthDay","headerColor","borderTopLeftRadius","borderTopRightRadius","borderBottomLeftRadius","monthDay","monthDayTitle","yearTitle","dateTime","_Overlay2","TransitionItem","enterTimeout","leaveTimeout","desktopKeylineIncrement","autoScrollBodyContent","_context$muiTheme$bas","dialog","gutter","borderScroll","content","actionsContainer","dialogOverlay","bodyFontSize","bodyColor","DialogInline","_Component2","_ret2","_len2","_key2","handleClickOverlay","positionDialog","actions","autoDetectWindowHeight","dialogWindowHeight","maxDialogContentHeight","buttonClicked","modal","actionsContainerClassName","actionsContainerStyle","bodyClassName","contentClassName","overlayClassName","paperClassName","paperProps","titleClassName","Dialog","_Component3","_temp3","_ret3","_len3","_key3","originalBodyOverflow","lockingCounter","AutoLockScrolling","locked","preventScrolling","allowScrolling","getElementsByTagName","openNavEventHandler","Drawer","docked","onBodyTouchStart","swipeAreaWidth","touchStartX","touchStartY","openSecondary","disableSwipeToOpen","maybeSwiping","onBodyTouchMove","onBodyTouchEnd","currentX","currentY","swiping","setPosition","getTranslateX","dXAbs","dYAbs","swipeStartX","translateRatio","getMaxTranslateX","removeBodyTouchListeners","enableSwipeHandling","disableSwipeHandling","drawer","getTranslateMultiplier","getTranslatedWidth","WebkitOverflowScrolling","drawerOverlay","rootWhenOpenRight","onRequestChange","translateX","rtlTranslateMultiplier","clickAwayableElement","transformCSS","setOpacity","containerClassName","shouldShow","_arrowDropDown2","_ClearFix2","rootNode","arrowNode","handleClickControl","handleRequestCloseMenu","handleEscKeyDownMenu","dropArrow","openImmediately","menuStyleProp","selectionRenderer","desktopGutterMini","iconChildren","desktopToolbarHeight","labelWhenOpen","desktopDropDownMenuFontSize","desktopSubheaderHeight","rootWhenOpen","displayValue","selectionRendererChildren","NavigationArrowDropDown","_BeforeAfterWrapper2","before","after","ClearFix","beforeStyle","afterStyle","BeforeAfterWrapper","beforeElementType","afterElementType","beforeElement","afterElement","floatingActionButton","secondaryIconColor","buttonSize","containerWhenMini","miniSize","overlayWhenHovered","iconWhenMini","FloatingActionButton","mini","cellHeight","wrappedChildren","childCols","childRows","itemStyle","menuInitiallyKeyboardFocused","clickCloseDelay","timerCloseId","iconMenuContainer","iconButtonElement","mergedMenuStyles","iconButtonProps","primary3Color","bar","barFragment1","barFragment2","clampedValue","rangeValue","LinearProgress","timers","bar1","barUpdate","bar2","barElement","stepValues","timeToNextStep","more","_muiTheme","_zIndex2","userAgent","_lightBaseTheme2","alternateTextColor","_typography2","fontWeightNormal","canvasColor","accent1Color","fontWeightMedium","_colors","requiredColor","shadowColor","primary2Color","pickerHeaderColor","fontStyleButtonFontSize","inkBar","containerBackgroundColor","dataHeight","menuSubheader","raisedButton","refreshIndicator","strokeColor","loadingStrokeColor","slider","trackSize","trackColor","trackColorSelected","accent3Color","handleSize","handleSizeDisabled","handleSizeActive","handleColorZero","handleFillColor","selectionColor","snackbar","actionColor","hoveredIconColor","table","accent2Color","clockColor","clockCircleColor","toggle","thumbOnColor","thumbOffColor","thumbDisabledColor","thumbRequiredColor","trackOnColor","trackOffColor","trackDisabledColor","trackRequiredColor","rawTheme","transformers","_autoprefixer2","_rtl2","_callOnce2","_compose2","HOT_COUNT","HOT_SPAN","objectTag","moduleExports","arrayProto","coreJsData","objectCtorString","getPrototype","objectCreate","getNative","nativeIsBuffer","nativeNow","nativeCreate","baseCreate","arrayLikeKeys","baseTimes","isIndex","assignMergeValue","baseAssignValue","assignValue","assocIndexOf","getMapData","baseGetTag","getRawTag","baseIsArguments","baseIsNative","toSource","baseKeysIn","nativeKeysIn","isProto","isPrototype","baseMerge","srcIndex","mergeFunc","safeGet","isCommon","isTyped","copyArray","cloneBuffer","typedArray","arrayBuffer","cloneArrayBuffer","cloneTypedArray","isNew","copyObject","keysIn","toPlainObject","initCloneObject","baseMergeDeep","baseRest","setToString","otherArgs","overRest","isKeyable","lastCalled","stamp","remaining","shortOut","baseUnary","assigner","merge","sources","guard","isIterateeCall","deprecate","paths","_spacing","_spacing2","desktopDropDownMenuItemHeight","desktopDrawerMenuItemHeight","isClient","navigator","hasWarnedAboutUserAge

nt","prefixAll","_createPrefixer2","_autoprefixerStatic2","isFlex","stylePrefixed","prefixer","_createPrefixer4","_autoprefixerDynamic2","prefixMap","_isObject2","combinedValue","_prefixValue2","_addNewValuesOnly2","_processedValue","_prefixProperty2","prefixProperties","requiredPrefixes","_capitalizeString2","_capitalizeString","Prefixer","defaultUserAgent","_userAgent","_keepUnprefixed","_browserInfo","_getBrowserInformation2","cssPrefix","_useFallback","prefixedKeyframes","_getPrefixedKeyframes2","browserName","browserVersion","prefixData","_requiresPrefix","_hasPropsRequiringPrefix","_metaData","jsPrefix","requiresPrefix","_prefixStyle","browserInfo","_bowser2","_detect","yandexbrowser","browser","prefixByBrowser","firefox","mobile","tablet","ios","android","opera","browserByCanIuseAlias","getBrowserName","osversion","osVersion","chrome","samsungBrowser","_bowser","safari","phantom","webos","blackberry","bada","tizen","chromium","vivaldi","seamoney","sailfish","msie","msedge","firfox","definition","detect","getFirstMatch","getSecondMatch","iosdevice","nexusMobile","nexusTablet","chromeos","silk","windowsphone","mac","linux","edgeVersion","versionIdentifier","xbox","whale","mzbrowser","coast","ucbrowser","maxthon","epiphany","puffin","sleipnir","kMeleon","osname","chromeBook","seamonkey","firefoxos","slimer","touchpad","qupzilla","googlebot","blink","webkit","gecko","getWindowsVersion","osMajorVersion","compareVersions","bowser","getVersionPrecision","versions","precision","chunks","delta","chunk","isUnsupportedBrowser","minVersions","strictMode","browserList","browserItem","_calc2","_flex2","_flexboxIE2","_flexboxOld2","_gradient2","_sizing2","_transition2","transformOriginX","transformOriginY","backfaceVisibility","perspective","perspectiveOrigin","transformStyle","transformOriginZ","animationDelay","animationDirection","animationFillMode","animationDuration","animationPlayState","animationTimingFunction","fontKerning","textEmphasisPosition","textEmphasis","textEmphasisStyle","textEmphasisColor","boxDecorationBreak","clipPath","maskImage","maskMode","maskRepeat","maskPosition","maskClip","maskOrigin","maskSize","maskComposite","mask","maskBorderSource","maskBorderMode","maskBorderSlice","maskBorderWidth","maskBorderOutset","maskBorderRepeat","maskBorder","maskType","textDecorationStyle","textDecorationSkip","textDecorationLine","textDecorationColor","fontFeatureSettings","breakAfter","breakBefore","breakInside","columnFill","columnGap","columnRule","columnRuleColor","columnRuleStyle","columnRuleWidth","columnSpan","columnWidth","flexBasis","flexFlow","transitionDelay","transitionProperty","backdropFilter","scrollSnapType","scrollSnapPointsX","scrollSnapPointsY","scrollSnapDestination","scrollSnapCoordinate","shapeImageThreshold","shapeImageMargin","shapeImageOutside","hyphens","flowInto","flowFrom","regionFragment","textAlignLast","wrapFlow","wrapThrough","wrapMargin","touchAction","gridTemplateColumns","gridTemplateRows","gridTemplateAreas","gridTemplate","gridAutoColumns","gridAutoRows","gridAutoFlow","grid","gridColumnGap","gridRowGap","gridGap","textSizeAdjust","edge","ios_saf","borderImage","borderImageRepeat","borderImageSource","and_chr","and_uc","op_mini","_getPrefixedValue2","_getPrefixedValue","inline-flex","alternativeProps","alternativeValues","space-around","space-between","flex-start","flex-end","properties","WebkitBoxDirection","wrap-reverse","min-content","max-content","fill-available","fit-content","contain-floats","requiresPrefixDashCased","_hyphenateProperty2","multipleValues","_hyphenateProperty","WebkitTransition","WebkitTransitionProperty","MozTransition","MozTransitionProperty","uppercasePattern","msPattern","toHyphenLower","hName","_isPrefixedValue2","prefixes","_isPrefixedValue","propertyPrefixMap","outputValue","singleValue","dashCaseProperty","pLen","prefixMapping","prefixValue","webkitOutput","mozOutput","Webkit","Moz","ms","_keys","flippedAttributes","newStyle","attribute","matches","reTranslate","reSkew","_classCallCheck2","Typography","textFullBlack","textDarkBlack","textLightBlack","textMinBlack","textFullWhite","textDarkWhite","textLightWhite","fontWeightLight","ToggleRadioButtonUnchecked","ToggleRadioButtonChecked","RaisedButton","initialZDepth","disabledBackgroundColor","disabledLabelColor","amount","mergedRippleStyles","overlayBackgroundProxy","RefreshIndicator","rotateWrapperSecondTimer","paperSize","getPaperSize","childrenCmp","status","circleStyle","getCircleStyle","_circleStyle","polygonStyle","getPolygonStyle","getPaddingSize","radiu","VIEWBOX_SIZE","originX","originY","percentage","isLoading","p1","getFactor","getCircleAttr","perimeter","_getArcDeg","getArcDeg","_getArcDeg2","beginDeg","arcLen","dashOffset","getTheme","loadingColor","triangleCx","triangleCy","dx","trianglePath","_getArcDeg3","endDeg","points","currStep","renderChildren","_DropDownMenu2","SelectField","dropDownMenuProps","hideDropDownUnderline","crossAxisProperty","x-reverse","y-reverse","crossAxisOffsetProperty","mainAxisProperty","mainAxisMarginFromEnd","mainAxisMarginFromStart",

"mainAxisOffsetProperty","mainAxisClientProperty","mainAxisClientOffsetProperty","reverseMainAxisOffsetProperty","isMouseControlInverted","axis","calculateAxis","getPercent","percent","Slider","dragging","handle","resolveValue","calculatedAxis","handleDragMouseMove","onDragUpdate","handleMouseEnd","onDragStop","getTrackOffset","setValueFromPosition","onDragStart","_this$props3","_nextProps$min","_nextProps$max","dragRunning","positionMax","_props4","required","sliderStyle","_slider","_track","_filledAndRemaining","_handle","_objectAssign2","_objectAssign3","_context$muiTheme$sli","fillGutter","calcDisabledSpacing","touchCallout","filledAndRemaining","handleWhenDisabled","handleWhenPercentZero","handleWhenPercentZeroAndDisabled","handleWhenPercentZeroAndFocused","handleWhenActive","rippleWhenPercentZero","rippleInner","filled","handleStyles","ActionCheckCircle","_ExpandTransitionChild2","ExpandTransition","expandTransitionChildStyle","loading","ExpandTransitionChild","enteredTimer","setAutoHeight","PlainStepConnector","StepConnector","line","borderTopStyle","borderLeftStyle","_SnackbarBody2","Snackbar","timerTransitionId","reasons","CLICKAWAY","setAutoHideTimer","setTransitionTimer","timerOneAtTheTimeId","timerAutoHideId","autoHideDuration","TIMEOUT","onActionClick","SnackbarBody","_withWidth","_withWidth2","_context$muiTheme$bas2","_context$muiTheme$sna","isSmall","SMALL","actionButton","LARGE","MEDIUM","_options$largeWidth","largeWidth","_options$mediumWidth","mediumWidth","_options$resizeInterv","resizeInterval","WithWidth","deferTimer","updateWidth","_TabTemplate2","_InkBar2","handleTabClick","initialIndex","initialSelectedIndex","getSelectedIndex","getTabCount","newState","getTabs","contentContainerClassName","contentContainerStyle","inkBarStyle","inkBarContainerStyle","tabItemContainerStyle","tabTemplate","tabTemplateStyle","tabItemContainer","tabContent","getSelected","realSelectedIndex","inkBarContainerWidth","TabTemplate","templateStyle","InkBar","tableDivHeight","tableDiv","tableBody","fixedFooter","fixedHeader","wrapperStyle","headerStyle","footerStyle","borderCollapse","borderSpacing","tableLayout","bodyTable","tableWrapper","tHead","tFoot","tBody","createTableBody","createTableHeader","createTableFooter","mergedTableStyle","headerTable","footerTable","inlineHeader","inlineFooter","_TimePickerDialog2","emptyTime","setMilliseconds","TimePicker","dialogTime","handleAcceptDialog","handleFocusInput","handleClickInput","getControlledTime","defaultTime","dialogBodyStyle","dialogStyle","minutesStep","initialTime","_Clock2","TimePickerDialog","handleClickOK","clock","getSelectedTime","onClockChangeMinutes","onChangeMinutes","_TimeDisplay2","_ClockHours2","_ClockMinutes2","Clock","selectedTime","setMode","handleSelectAffix","affix","getAffix","handleChangeHours","finished","onChangeHours","handleChangeMinutes","initialHours","initialMinutes","onSelectAffix","onSelectHour","onSelectMin","TimeDisplay","affixTop","clickable","inactive","_sanitizeTime","sanitizeTime","_sanitizeTime2","_ClockNumber2","_ClockPointer2","ClockHours","handleUp","setClock","handleMove","isMousePressed","clockElement","basePoint","finish","atan","atan2","deg","distance","hourSize","numbers","getHourNumbers","onTouchMove","onMouseMove","ClockMinutes","handleTouch","selectedMinutes","getMinuteNumbers","Toggle","handleToggle","onToggle","toggled","defaultToggled","newToggledValue","elementStyle","trackSwitchedStyle","thumbSwitchedStyle","toggleElement","thumb","trackWhenSwitched","thumbWhenSwitched","trackWhenDisabled","thumbWhenDisabled","noGutter","_createComponent2","_ref$input","_onChange","onChangeFromField","_onCheck","_mapError2","_onBlur","_onNewRequest","find","_RadioButton","arrayWithHoles","iterableToArrayLimit","nonIterableRest","arrayWithoutHoles","iterableToArray","nonIterableSpread","singleMatcher","multiMatcher","decodeComponents","components","decodeURIComponent","tokens","encodedURI","replaceMap","%FE%FF","%FF%FE","customDecodeURIComponent","separator","separatorIndex","_assignMergeValue","_cloneArrayBuffer","_cloneTypedArray","_baseCreate","_getPrototype","_initCloneObject","lodash_es_isArrayLikeObject","isPlainObject_hasOwnProperty","lodash_es_isPlainObject","_safeGet","_assignValue_hasOwnProperty","_assignValue","_copyObject","_nativeKeysIn","_baseKeysIn_hasOwnProperty","_baseKeysIn","lodash_es_keysIn","lodash_es_toPlainObject","_baseMergeDeep","_copyArray","_cloneBuffer","_baseMerge","_apply","_overRest","lodash_es_constant","_baseSetToString","_setToString","_shortOut","_baseRest","_isIterateeCall","lodash_es_merge","_createAssigner","es_actions","arrayInsert","actionTypes","arrayMove","arrayPop","arrayPush","arrayRemove","arrayRemoveAll","arrayShift","arraySplice","arraySwap","indexA","indexB","arrayUnshift","autofill","persistentSubmitErrors","clearFields","keepTouched","fields","clearSubmit","clearSubmitErrors","clearAsyncError","initialize","keepDirty","otherMeta","registerField","resetSection","sections","startAsyncValidation","startSubmit","stopAsyncValidation","errors","stopSubmit","setSubmitFailed","_len4","_key4","setSubmitSucceeded","_len5","_ke

y5","_len6","_key6","unregisterField","destroyOnUnmount","untouch","_len7","_key7","updateSyncErrors","syncErrors","updateSyncWarnings","syncWarnings","es_asyncValidation","stop","promise","is_promise_default","handleErrors","rejected","es_defaultShouldAsyncValidate","trigger","pristine","syncValidationPasses","es_defaultShouldValidate","initialRender","lastFieldValidatorKeys","fieldValidatorKeys","es_defaultShouldError","es_defaultShouldWarn","events_silenceEvent","isEvent","events_silenceEvents","getError","validators","es_generateValidator","plain","_extendableBuiltin","cls","ExtendableBuiltin","es6","_extendableBuiltin2","ExtendableError","captureStackTrace","es_SubmissionError","_ExtendableError","SubmissionError","SubmissionError_classCallCheck","SubmissionError_possibleConstructorReturn","SubmissionError_inherits","handleSubmit_extends","es_handleSubmit","valid","asyncValidate","onSubmitFail","onSubmitSuccess","asyncErrors","doSubmit","submitError","submitResult","asyncValidateResult","catch","reject","es_hasError","submitErrors","getErrorKeys","selectors_isValid","hasError","getFormState","ignoreSubmitErrors","formState","registeredFields","util_getDisplayName","Comp","createReduxForm_extends","createReduxForm_classCallCheck","createReduxForm_possibleConstructorReturn","createReduxForm_inherits","createReduxForm_arrayInsert","createReduxForm_arrayMove","createReduxForm_arrayPop","createReduxForm_arrayPush","createReduxForm_arrayRemove","createReduxForm_arrayRemoveAll","createReduxForm_arrayShift","createReduxForm_arraySplice","createReduxForm_arraySwap","createReduxForm_arrayUnshift","createReduxForm_blur","createReduxForm_change","createReduxForm_focus","formActions","arrayActions","propsToNotUpdateFor","createReduxForm_toConsumableArray","checkSubmit","es_createReduxForm","initialConfig","config","touchOnBlur","touchOnChange","shouldAsyncValidate","shouldValidate","shouldError","shouldWarn","enableReinitialize","keepDirtyOnReinitialize","updateUnregisteredFields","forceUnregisterOnUnmount","Form","destroyed","fieldCounts","fieldValidators","fieldWarners","lastFieldWarnerKeys","innerOnSubmit","submitPromise","getValues","isPristine","getValidator","getWarner","nextCount","lastCount","_destroyOnUnmount","_forceUnregisterOnUnmount","_unregisterField","getFieldList","keySeq","excludeFieldArray","acc","getValidators","validator","generateValidator","getWarners","warners","warner","generateWarner","asyncBlurFields","asyncChangeFields","submitting","valuesToValidate","fieldNeedsValidationForBlur","fieldNeedsValidationForChange","fieldNeedsValidation","blurredField","submitCompleted","submitFailed","listenToSubmit","submitOrEvent","onSubmit","validExceptSubmit","saveRef","wrapped","registerInnerOnSubmit","initialValues","_keepDirty","keepValues","lastInitialValues","nextSyncErrors","nextError","lastSyncErrors","noErrors","nextNoErrors","triggerSubmit","validate","shouldErrorFunction","fieldLevelValidate","propsToValidate","_merge2","updateSyncErrorsIfNeeded","nextSyncWarnings","nextWarning","lastSyncWarnings","_props5","noWarnings","nextNoWarnings","_props6","_props7","shouldWarnFunction","fieldLevelWarn","fieldWarnerKeys","propsToWarn","_merge3","updateSyncWarningsIfNeeded","isHotReloading","initIfNeeded","validateIfNeeded","warnIfNeeded","clearSubmitPromiseIfNeeded","submitIfNeeded","_config$immutableProp","immutableProps","_props8","_props9","anyTouched","asyncValidating","dirty","invalid","propNamespace","submitSucceeded","reduxFormProps","handleSubmit","propsToPass","es","stateInitial","shouldUpdateInitialValues","shouldResetValues","initial","initialProps","bindForm","boundFormACs","mapValues","boundArrayACs","boundFocus","connectedFormACs","connectedArrayACs","move","remove","removeAll","swap","computedActions","ConnectedForm","ReduxForm","_props10","react_lifecycles_compat_es","processProps","es_createFieldProps","asyncError","onDrop","syncError","syncWarning","custom","formattedFieldValue","defaultFormattedValue","formatFieldValue","autofilled","visited","events_getValue","isReactNative","detypedEvent","_detypedEvent$target","files","getSelectedValues","es_isReactNative","product","events_onChangeValue","normalize","dataKey","ConnectedField_extends","ConnectedField_objectWithoutProperties","entity","eventPreventDefault","eventDataTransferGetData","getData","eventDataTransferSetData","setData","es_ConnectedField","ConnectedField","handleDragStart","_this$props4","handleDrop","_this$props5","nextPropsKeys","thisPropsKeys","_createFieldProps","_ownProps$_reduxForm","initialState","getSyncError","getSyncWarning","objectValue","otherValue","indexOrkey","util_shallowCompare","propsEqual","stateEqual","createField_extends","createField_createClass","es_createField","Field","createField_classCallCheck","createField_possibleConstructorReturn","previousValues","createField_inherits","oldName","prefixName","newName","getRenderedComponent","es_createFieldArrayProps","fieldName","finalProps","_isFieldArray","getAll","es_ConnectedFieldArray","ConnectedFieldArray","thisValue","nextValue","nextValueItemsSame","nextValueItemsOrderChanged","rerenderOnEveryChange","ConnectedFieldArray_

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kN,EAAApkL,EAAA1C,EAAA,UACA8rL,EAAAppL,EAAA1C,EAAA,WACA+rL,EAAAF,EACAG,EAAAlF,EAEA,GAAAtS,GAAAoF,GACA,IAAAh3K,EAAAmpL,EAAAD,GAAAA,CAcA,IAAAG,EAAA,SAAA9oL,GACA,IAAA+oL,EAAAxpL,EAAAopL,EAAA3oL,GACAgtD,EAAAztD,EAAAokL,EAAA3jL,GAEA,GAAAP,EAAAutD,EAAA+7H,GAAAA,CAEA,IAAAC,EAAAzpL,EAAAqpL,EAAA5oL,GAAAgpL,EAAAxpL,EAAAopL,EAAA3oL,GAAAipL,IACAH,EAAArpL,EAAAqpL,EAAA7oL,GAAAgpL,MAKAnQ,GACAl5K,EAAApH,EAAAk+K,GAAAA,K2K,GACA,OAAA8oL,EAAA9oL,GAAAkIAL,EAAApH,EAAAqwL,GAAAA,SAAA5oL,GAAAwBAFAT,EAAAopL,EAAA3oL,GAAAEA,CAEA,IAAAgpL

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E,IACjD,OCrBQW,EAAA,EAAA+xL,EAAwBnW,EAAA","file":"static/js/2.d40871cb.chunk.js","sourcesContent":["'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react.production.min.js');\n} else {\n module.exports = require('./cjs/react.development.js');\n}","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\nif (process.env.NODE_ENV !== 'production') {\n var ReactIs = require('react-is'); // By explicitly using `prop-types` you are opting into new development behavior.\n // http://fb.me/prop-types-in-prod\n\n var throwOnDirectAccess = true;\n module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n // By explicitly using `prop-types` you are opting into new production behavior.\n // http://fb.me/prop-types-in-prod\n module.exports = require('./factoryWithThrowingShims')();\n}","\"use strict\";\n\nexports.__esModule = true;\n\nexports.default = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _defineProperty = require(\"../core-js/object/define-property\");\n\nvar _defineProperty2 = _interopRequireDefault(_defineProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   (0, _defineProperty2.default)(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();","module.exports = {\n \"default\": require(\"core-js/library/fn/object/get-prototype-of\"),\n __esModule: true\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _typeof2 = require(\"../helpers/typeof\");\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function (self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && ((typeof call === \"undefined\" ? \"undefined\" : (0, _typeof3.default)(call)) === \"object\" || typeof call === \"function\") ? call : self;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _setPrototypeOf = require(\"../core-js/object/set-prototype-of\");\n\nvar _setPrototypeOf2 = _interopRequireDefault(_setPrototypeOf);\n\nvar _create = require(\"../core-js/object/create\");\n\nvar _create2 = _interopRequireDefault(_create);\n\nvar _typeof2 = require(\"../helpers/typeof\");\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function (subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + (typeof superClass === \"undefined\" ? \"undefined\" : (0, _typeof3.default)(superClass)));\n }\n\n subClass.prototype = (0, _create2.default)(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) _setPrototypeOf2.default ? (0, _setPrototypeOf2.default)(subClass, superClass) : subClass.__proto__ = superClass;\n};","module.exports = function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _assign = require(\"../core-js/object/assign\");\n\nvar _assign2 = _interopRequireDefault(_assign);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _assign2.default || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};","\"use strict\";\n\nexports.__esModule

= true;\n\nexports.default = function (obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n};","export var prefix = '@@redux-form/';\nexport var ARRAY_INSERT = prefix + 'ARRAY_INSERT';\nexport var ARRAY_MOVE = prefix + 'ARRAY_MOVE';\nexport var ARRAY_POP = prefix + 'ARRAY_POP';\nexport var ARRAY_PUSH = prefix + 'ARRAY_PUSH';\nexport var ARRAY_REMOVE = prefix + 'ARRAY_REMOVE';\nexport var ARRAY_REMOVE_ALL = prefix + 'ARRAY_REMOVE_ALL';\nexport var ARRAY_SHIFT = prefix + 'ARRAY_SHIFT';\nexport var ARRAY_SPLICE = prefix + 'ARRAY_SPLICE';\nexport var ARRAY_UNSHIFT = prefix + 'ARRAY_UNSHIFT';\nexport var ARRAY_SWAP = prefix + 'ARRAY_SWAP';\nexport var AUTOFILL = prefix + 'AUTOFILL';\nexport var BLUR = prefix + 'BLUR';\nexport var CHANGE = prefix + 'CHANGE';\nexport var CLEAR_FIELDS = prefix + 'CLEAR_FIELDS';\nexport var CLEAR_SUBMIT = prefix + 'CLEAR_SUBMIT';\nexport var CLEAR_SUBMIT_ERRORS = prefix + 'CLEAR_SUBMIT_ERRORS';\nexport var CLEAR_ASYNC_ERROR = prefix + 'CLEAR_ASYNC_ERROR';\nexport var DESTROY = prefix + 'DESTROY';\nexport var FOCUS = prefix + 'FOCUS';\nexport var INITIALIZE = prefix + 'INITIALIZE';\nexport var REGISTER_FIELD = prefix + 'REGISTER_FIELD';\nexport var RESET = prefix + 'RESET';\nexport var RESET_SECTION = prefix + 'RESET_SECTION';\nexport var SET_SUBMIT_FAILED = prefix + 'SET_SUBMIT_FAILED';\nexport var SET_SUBMIT_SUCCEEDED = prefix + 'SET_SUBMIT_SUCCEEDED';\nexport var START_ASYNC_VALIDATION = prefix + 'START_ASYNC_VALIDATION';\nexport var START_SUBMIT = prefix + 'START_SUBMIT';\nexport var STOP_ASYNC_VALIDATION = prefix + 'STOP_ASYNC_VALIDATION';\nexport var STOP_SUBMIT = prefix + 'STOP_SUBMIT';\nexport var SUBMIT = prefix + 'SUBMIT';\nexport var TOUCH = prefix + 'TOUCH';\nexport var UNREGISTER_FIELD = prefix + 'UNREGISTER_FIELD';\nexport var UNTOUCH = prefix + 'UNTOUCH';\nexport var UPDATE_SYNC_ERRORS = prefix + 'UPDATE_SYNC_ERRORS';\nexport var UPDATE_SYNC_WARNINGS = prefix + 'UPDATE_SYNC_WARNINGS';","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n easeOutFunction: 'cubic-bezier(0.23, 1, 0.32, 1)',\n easeInOutFunction: 'cubic-bezier(0.445, 0.05, 0.55, 0.95)',\n easeOut: function easeOut(duration, property, delay, easeFunction) {\n   easeFunction = easeFunction || this.easeOutFunction;\n\n   if (property && Object.prototype.toString.call(property) === '[object Array]') {\n   var transitions = '';\n\n   for (var i = 0; i < property.length; i++) {\n   if (transitions) transitions += ',';\n   transitions += this.create(duration, property[i], delay, easeFunction);\n   }\n\n   return transitions;\n   } else {\n   return this.create(duration, property, delay, easeFunction);\n   }\n },\n create: function create(duration, property, delay, easeFunction) {\n   duration = duration || '450ms';\n   property = property || 'all';\n   delay = delay || '0ms';\n   easeFunction = easeFunction || 'linear';\n   return property + ' ' + duration + ' ' + easeFunction + ' ' + delay;\n }\n};","function _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n}\n\nvar splice = function splice(array, index, removeNum, value) {\n array = array || [];\n\n if (index < array.length) {\n   if (value === undefined && !removeNum) {\n   // inserting undefined\n   var _copy2 = [].concat(_toConsumableArray(array));\n\n   _copy2.splice(index, 0, true); // temporary placeholder\n\n\n   _copy2[index] = undefined; // set to undefined\n\n   return _copy2;\n   }\n\n   if (value != null) {\n   var _copy3 = [].concat(_toConsumableArray(array));\n\n   _copy3.splice(index, removeNum, value); // removing and adding\n\n\n   return _copy3;\n   }\n\n   var _copy = [].concat(_toConsumableArray(array));\n\n   _copy.splice(index, removeNum); // removing\n\n\n   return _copy;\n }\n\n if (removeNum) {\n   // trying to remove non-existant item: return original array\n   return array;\n } // trying to add outside of range: just set value\n\n\n var copy = [].concat(_toConsumableArray(array));\n copy[index] = value;\n return copy;\n};\n\nexport default splice;","import _toPath from 'lodash-es/toPath';\n\nvar getIn = function getIn(state, field) {\n if (!state) {\n   return state;\n }\n\n var path = _toPath(field);\n\n var length = path.length;\n\n if (!length) {\n   return

undefined;\n }\n\n var result = state;\n\n for (var i = 0; i < length && result; ++i) {\n   result = result[path[i]];\n }\n\n return result;\n};\n\nexport default getIn;","import _toPath from 'lodash-es/toPath';\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length;
 i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n}\n\nvar setInWithPath = function setInWithPath(state, value, path, pathIndex) {\n if (pathIndex >= path.length) {\n   return value;\n }\n\n var first = path[pathIndex];\n var firstState = state && (Array.isArray(state) ? state[Number(first)] : state[first]);\n var next = setInWithPath(firstState, value, path, pathIndex + 1);\n\n if (!state) {\n   if (isNaN(first)) {\n   return _defineProperty({}, first, next);\n   }\n\n   var initialized = [];\n   initialized[parseInt(first, 10)]
 = next;\n   return initialized;\n }\n\n if (Array.isArray(state)) {\n   var copy = [].concat(state);\n   copy[parseInt(first, 10)] = next;\n   return copy;\n }\n\n return _extends({}, state, _defineProperty({}, first, next));\n};\n\nvar setIn = function setIn(state, field, value) {\n return setInWithPath(state, value, _toPath(field), 0);\n};\n\nexport default setIn;","import _isEqualWith from 'lodash-es/isEqualWith';\nimport React from 'react';\n\nvar customizer = function customizer(obj, other) {\n if (obj === other) return true;\n\n if (!obj && !other) {\n   var objIsEmpty = obj === null || obj === undefined || obj === '';\n   var otherIsEmpty = other === null || other === undefined || other === '';\n   return objIsEmpty === otherIsEmpty;\n }\n\n if (obj && other && obj._error !== other._error) return false;\n if (obj && other && obj._warning !== other._warning) return false;\n if (React.isValidElement(obj) || React.isValidElement(other)) return false;\n};\n\nvar
 deepEqual = function deepEqual(a, b) {\n return _isEqualWith(a, b, customizer);\n};\n\nexport default deepEqual;","import _toPath from 'lodash-es/toPath';\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n}\n\nfunction deleteInWithPath(state,
 first) {\n if (state === undefined || state === null || first === undefined || first === null) {\n   return state;\n }\n\n for (var _len = arguments.length, rest = Array(_len > 2 ? _len - 2 : 0), _key = 2; _key < _len; _key++) {\n   rest[_key - 2] = arguments[_key];\n }\n\n if (rest.length) {\n   if (Array.isArray(state)) {\n   if (isNaN(first)) {\n   throw new Error('Must access array elements with a number, not \"' + String(first) + '\".');\n   }\n\n   var firstIndex = Number(first);\n\n   if (firstIndex < state.length) {\n   var result = deleteInWithPath.apply(undefined, [state && state[firstIndex]].concat(_toConsumableArray(rest)));\n\n   if (result !== state[firstIndex]) {\n   var copy = [].concat(_toConsumableArray(state));\n   copy[firstIndex] = result;\n   return copy;\n   }\n   }\n\n   return state;\n   }\n\n   if (first in state) {\n   var _result = deleteInWithPath.apply(undefined, [state
 && state[first]].concat(_toConsumableArray(rest)));\n\n   return state[first] === _result ? state : _extends({}, state, _defineProperty({}, first, _result));\n   }\n\n   return state;\n }\n\n if (Array.isArray(state)) {\n   if (isNaN(first)) {\n   throw new Error('Cannot delete non-numerical index from an array. Given: \"' + String(first));\n   }\n\n   var _firstIndex = Number(first);\n\n   if (_firstIndex < state.length) {\n   var _copy = [].concat(_toConsumableArray(state));\n\n   _copy.splice(_firstIndex, 1);\n\n   return _copy;\n   }\n\n   return state;\n }\n\n if (first in state) {\n   var _copy2 = _extends({}, state);\n\n   delete _copy2[first];\n   return _copy2;\n }\n\n return state;\n}\n\nvar deleteIn = function deleteIn(state, field) {\n return deleteInWithPath.apply(undefined, [state].concat(_toConsumableArray(_toPath(field))));\n};\n\nexport default deleteIn;","function keys(value) {\n if (!value) {\n   return [];\n }\n\n if (Array.isArray(value))

{\n return value.map(function (i) {\n   return i.name;\n });\n }\n\n return Object.keys(value);\n}\n\nexport default keys;","import splice from './splice';\nimport getIn from './getIn';\nimport setIn from './setIn';\nimport deepEqual from './deepEqual';\nimport deleteIn from './deleteIn';\nimport keys from './keys';\nvar structure = {\n allowsArrayErrors: true,\n empty: {},\n emptyList: [],\n getIn: getIn,\n setIn: setIn,\n deepEqual: deepEqual,\n deleteIn: deleteIn,\n forEach: function forEach(items, callback) {\n return items.forEach(callback);\n },\n fromJS: function fromJS(value) {\n return value;\n },\n keys: keys,\n size: function size(array) {\n return array ? array.length : 0;\n },\n some: function some(items, callback) {\n return items.some(callback);\n },\n splice: splice,\n toJS: function toJS(value) {\n return value;\n }\n};\nexport default structure;","export default function _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}","import defineProperty from \"./defineProperty.js\";\n\nfunction ownKeys(object, enumerableOnly) {\n var keys = Object.keys(object);\n\n if (Object.getOwnPropertySymbols) {\n var symbols = Object.getOwnPropertySymbols(object);\n enumerableOnly && (symbols = symbols.filter(function (sym) {\n   return Object.getOwnPropertyDescriptor(object, sym).enumerable;\n })), keys.push.apply(keys, symbols);\n }\n\n return keys;\n}\n\nexport default function _objectSpread2(target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = null != arguments[i] ? arguments[i] : {};\n i % 2 ? ownKeys(Object(source), !0).forEach(function (key) {\n   defineProperty(target, key, source[key]);\n }) : Object.getOwnPropertyDescriptors ? Object.defineProperties(target,\n Object.getOwnPropertyDescriptors(source)) : ownKeys(Object(source)).forEach(function (key) {\n Object.defineProperty(target, key, Object.getOwnPropertyDescriptor(source, key));\n });\n }\n\n return target;\n}","import _objectSpread from '@babel/runtime/helpers/esm/objectSpread2';\n\n/**\n * Adapted from React: https://github.com/facebook/react/blob/master/packages/shared/formatProdErrorMessage.js\n *\n * Do not require this module directly! Use normal throw error calls. These messages will be replaced with error codes\n * during build.\n * @param {number} code\n */\n\nfunction formatProdErrorMessage(code) {\n return \"Minified Redux error #\" + code + \"; visit https://redux.js.org/Errors?code=\" + code + \" for the full message or \" + 'use the non-minified dev environment for full errors. ';\n} // Inlined version of the `symbol-observable` polyfill\n\n\nvar $$observable = function () {\n return typeof Symbol === 'function' && Symbol.observable || '@@observable';\n}();\n\n/**\n * These are private action types reserved by Redux.\n * For any unknown actions, you must return the current state.\n * If the current state is undefined, you must return the initial state.\n * Do not reference these action types directly in your code.\n */\n\n\nvar randomString = function randomString() {\n return Math.random().toString(36).substring(7).split('').join('.');\n};\n\nvar ActionTypes = {\n INIT: \"@@redux/INIT\" + randomString(),\n REPLACE: \"@@redux/REPLACE\" + randomString(),\n PROBE_UNKNOWN_ACTION: function PROBE_UNKNOWN_ACTION() {\n return \"@@redux/PROBE_UNKNOWN_ACTION\" + randomString();\n }\n};\n\n/**\n * @param {any} obj The object to inspect.\n * @returns {boolean} True if the argument appears to be a plain object.\n */\n\nfunction isPlainObject(obj) {\n if (typeof obj !== 'object' || obj === null) return false;\n var proto = obj;\n\n while (Object.getPrototypeOf(proto) !== null) {\n proto = Object.getPrototypeOf(proto);\n }\n\n return Object.getPrototypeOf(obj) === proto;\n} // Inlined / shortened version of `kindOf` from https://github.com/jonschlinkert/kind-of\n\n\nfunction miniKindOf(val) {\n if (val === void 0) return 'undefined';\n if (val === null) return 'null';\n var type = typeof val;\n\n switch (type) {\n case 'boolean':\n case 'string':\n case 'number':\n case 'symbol':\n case 'function':\n {\n   return type;\n }\n }\n\n if (Array.isArray(val)) return 'array';\n if (isDate(val)) return 'date';\n if (isError(val)) return 'error';\n var constructorName = ctorName(val);\n\n switch (constructorName) {\n case 'Symbol':\n case 'Promise':\n case 'WeakMap':\n case 'WeakSet':\n case 'Map':\n case 'Set':\n   return constructorName;\n } // other\n\n\n return type.slice(8, -1).toLowerCase().replace(/\\s/g, '');\n}\n\nfunction ctorName(val) {\n return typeof val.constructor === 'function' ? val.constructor.name : null;\n}\n\nfunction isError(val) {\n return

val instanceof Error || typeof val.message === 'string' && val.constructor && typeof val.constructor.stackTraceLimit === 'number';\n}\n\nfunction isDate(val) {\n if (val instanceof Date) return true;\n return typeof val.toDateString === 'function' && typeof val.getDate === 'function' && typeof val.setDate === 'function';\n}\n\nfunction kindOf(val) {\n var typeOfVal = typeof val;\n\n if (process.env.NODE_ENV !== 'production') {\n   typeOfVal = miniKindOf(val);\n }\n\n return typeOfVal;\n}\n/**\n * Creates a Redux store that holds the state tree.\n * The only way to change the data in the store is to call `dispatch()` on it.\n *\n * There should only be a single store in your app. To specify how different\n * parts of the state tree respond to actions, you may combine several reducers\n * into a single reducer function by using `combineReducers`.\n *\n * @param {Function} reducer A function that returns the next state tree, given\n * the current state tree and the action to handle.\n
 *\n * @param {any} [preloadedState] The initial state. You may optionally specify it\n * to hydrate the state from the server in universal apps, or to restore a\n * previously serialized user session.\n * If you use `combineReducers` to produce the root reducer function, this must be\n * an object with the same shape as `combineReducers` keys.\n *\n * @param {Function} [enhancer] The store enhancer. You may optionally specify it\n * to enhance the store with third-party capabilities such as middleware,\n * time travel, persistence, etc. The only store enhancer that ships with Redux\n * is `applyMiddleware()`.\n *\n * @returns {Store} A Redux store that lets you read the state, dispatch actions\n * and subscribe to changes.\n */\n\n\nfunction createStore(reducer, preloadedState, enhancer) {\n var _ref2;\n\n if (typeof preloadedState === 'function' && typeof enhancer === 'function' || typeof enhancer === 'function' && typeof arguments[3] === 'function') {\n   throw new Error(process.env.NODE_ENV
 === \"production\" ? formatProdErrorMessage(0) : 'It looks like you are passing several store enhancers to ' + 'createStore(). This is not supported. Instead, compose them ' + 'together to a single function. See https://redux.js.org/tutorials/fundamentals/part-4-store#creating-a-store-with-enhancers for an example.');\n }\n\n if (typeof preloadedState === 'function' && typeof enhancer === 'undefined') {\n   enhancer = preloadedState;\n preloadedState = undefined;\n }\n\n if (typeof enhancer !== 'undefined') {\n   if (typeof enhancer !== 'function') {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(1) : \"Expected the enhancer to be a function. Instead, received: '\" + kindOf(enhancer) + \"'\");\n   }\n\n   return enhancer(createStore)(reducer, preloadedState);\n }\n\n if (typeof reducer !== 'function') {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(2) : \"Expected the root reducer
 to be a function. Instead, received: '\" + kindOf(reducer) + \"'\");\n }\n\n var currentReducer = reducer;\n var currentState = preloadedState;\n var currentListeners = [];\n var nextListeners = currentListeners;\n var isDispatching = false;\n /**\n   * This makes a shallow copy of currentListeners so we can use\n   * nextListeners as a temporary list while dispatching.\n   *\n   * This prevents any bugs around consumers calling\n   * subscribe/unsubscribe in the middle of a dispatch.\n   */\n\n function ensureCanMutateNextListeners() {\n   if (nextListeners === currentListeners) {\n   nextListeners = currentListeners.slice();\n   }\n }\n /**\n   * Reads the state tree managed by the store.\n   *\n   * @returns {any} The current state tree of your application.\n   */\n\n\n function getState() {\n   if (isDispatching) {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(3) : 'You may not call store.getState() while the reducer is
 executing. ' + 'The reducer has already received the state as an argument. ' + 'Pass it down from the top reducer instead of reading it from the store.');\n   }\n\n   return currentState;\n }\n /**\n   * Adds a change listener. It will be called any time an action is dispatched,\n   * and some part of the state tree may potentially have changed. You may then\n   * call `getState()` to read the current state tree inside the callback.\n   *\n   * You may call `dispatch()` from a change listener, with the following\n   * caveats:\n   *\n   * 1. The subscriptions are snapshotted just before every `dispatch()` call.\n   * If you subscribe or unsubscribe while the listeners are being invoked, this\n   * will not have any effect on the `dispatch()` that is currently in progress.\n   * However, the next `dispatch()` call, whether nested or not, will use a more\n   * recent snapshot of the subscription list.\n   *\n   * 2. The listener should not expect to see all state changes, as the state\n
   * might have been updated multiple times during a nested `dispatch()` before\n   * the listener is called. It is, however, guaranteed that all subscribers\n   * registered before the `dispatch()` started will be called with the latest\n

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 * state by the time it exits.\n   *\n   * @param {Function} listener A callback to be invoked on every dispatch.\n   * @returns {Function} A function to remove this change listener.\n   */\n\n\n  function subscribe(listener) {\n    if (typeof listener !== 'function') {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(4) : \"Expected the listener to be a function. Instead, received: '\" + kindOf(listener) + \"'\");\n    }\n\n    if (isDispatching) {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(5) : 'You may not call store.subscribe() while the reducer is executing. ' + 'If you would like to be notified after the store has been updated, subscribe from a ' + 'component
 and invoke store.getState() in the callback to access the latest state. ' + 'See https://redux.js.org/api/store#subscribelistener for more details.');\n    }\n\n    var isSubscribed = true;\n    ensureCanMutateNextListeners();\n    nextListeners.push(listener);\n    return function unsubscribe() {\n      if (!isSubscribed) {\n        return;\n      }\n\n      if (isDispatching) {\n        throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(6) : 'You may not unsubscribe from a store listener while the reducer is executing. ' + 'See https://redux.js.org/api/store#subscribelistener for more details.');\n      }\n\n      isSubscribed = false;\n      ensureCanMutateNextListeners();\n      var index = nextListeners.indexOf(listener);\n      nextListeners.splice(index, 1);\n      currentListeners = null;\n    };\n  }\n  /**\n   * Dispatches an action. It is the only way to trigger a state change.\n   *\n   * The `reducer` function, used to create the store, will
 be called with the\n   * current state tree and the given `action`. Its return value will\n   * be considered the **next** state of the tree, and the change listeners\n   * will be notified.\n   *\n   * The base implementation only supports plain object actions. If you want to\n   * dispatch a Promise, an Observable, a thunk, or something else, you need to\n   * wrap your store creating function into the corresponding middleware. For\n   * example, see the documentation for the `redux-thunk` package. Even the\n   * middleware will eventually dispatch plain object actions using this method.\n   *\n   * @param {Object} action A plain object representing “what changed”. It is\n   * a good idea to keep actions serializable so you can record and replay user\n   * sessions, or use the time travelling `redux-devtools`. An action must have\n   * a `type` property which may not be `undefined`. It is a good idea to use\n   * string constants for action types.\n   *\n   * @returns {Object} For
 convenience, the same action object you dispatched.\n   *\n   * Note that, if you use a custom middleware, it may wrap `dispatch()` to\n   * return something else (for example, a Promise you can await).\n   */\n\n\n  function dispatch(action) {\n    if (!isPlainObject(action)) {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(7) : \"Actions must be plain objects. Instead, the actual type was: '\" + kindOf(action) + \"'. You may need to add middleware to your store setup to handle dispatching other values, such as 'redux-thunk' to handle dispatching functions. See https://redux.js.org/tutorials/fundamentals/part-4-store#middleware and https://redux.js.org/tutorials/fundamentals/part-6-async-logic#using-the-redux-thunk-middleware for examples.\");\n    }\n\n    if (typeof action.type === 'undefined') {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(8) : 'Actions may not have an undefined \"type\" property. You
 may have misspelled an action type string constant.');\n    }\n\n    if (isDispatching) {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(9) : 'Reducers may not dispatch actions.');\n    }\n\n    try {\n      isDispatching = true;\n      currentState = currentReducer(currentState, action);\n    } finally {\n      isDispatching = false;\n    }\n\n    var listeners = currentListeners = nextListeners;\n\n    for (var i = 0; i < listeners.length; i++) {\n      var listener = listeners[i];\n      listener();\n    }\n\n    return action;\n  }\n  /**\n   * Replaces the reducer currently used by the store to calculate the state.\n   *\n   * You might need this if your app implements code splitting and you want to\n   * load some of the reducers dynamically. You might also need this if you\n   * implement a hot reloading mechanism for Redux.\n   *\n   * @param {Function} nextReducer The reducer for the store to use instead.\n   * @returns {void}\n   */\n\n\n
  function replaceReducer(nextReducer) {\n    if (typeof nextReducer !== 'function') {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(10) : \"Expected the nextReducer to be a function. Instead, received: '\" + kindOf(nextReducer));\n    }\n\n    currentReducer = nextReducer; // This action has a similiar effect to ActionTypes.INIT.\n    // Any reducers that existed in both the new and old
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rootReducer\n // will receive the previous state. This effectively populates\n // the new state tree with any relevant data from the old one.\n\n dispatch({\n type: ActionTypes.REPLACE\n });\n }\n /**\n * Interoperability point for observable/reactive libraries.\n * @returns {observable} A minimal observable of state changes.\n * For more information, see the observable proposal:\n * https://github.com/tc39/proposal-observable\n */\n\n\n function observable() {\n var _ref;\n\n var outerSubscribe = subscribe;\n return _ref = {\n /**\n * The minimal observable subscription method.\n * @param {Object} observer Any object that can be used as an observer.\n * The observer object should have a `next` method.\n * @returns {subscription} An object with an `unsubscribe` method that can\n * be used to unsubscribe the observable from the store, and prevent further\n * emission of values from the observable.\n */\n subscribe: function subscribe(observer) {\n if (typeof observer !== 'object' || observer === null) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(11) : \"Expected the observer to be an object. Instead, received: '\" + kindOf(observer) + \"'\");\n }\n\n function observeState() {\n if (observer.next) {\n observer.next(getState());\n }\n }\n\n observeState();\n var unsubscribe = outerSubscribe(observeState);\n return {\n unsubscribe: unsubscribe\n };\n }\n }, _ref[$$observable] = function () {\n return this;\n }, _ref;\n } // When a store is created, an \"INIT\" action is dispatched so that every\n // reducer returns their initial state. This effectively populates\n // the initial state tree.\n\n\n dispatch({\n type: ActionTypes.INIT\n });\n return _ref2 = {\n dispatch: dispatch,\n subscribe: subscribe,\n getState: getState,\n replaceReducer: replaceReducer\n }, _ref2[$$observable] = observable, _ref2;\n}\n/**\n * Prints a warning in the console if it exists.\n *\n * @param {String} message The warning message.\n * @returns {void}\n */\n\n\nfunction warning(message) {\n /* eslint-disable no-console */\n if (typeof console !== 'undefined' && typeof console.error === 'function') {\n console.error(message);\n }\n /* eslint-enable no-console */\n\n\n try {\n // This error was thrown as a convenience so that if you enable\n // \"break on all exceptions\"\n in your console,\n // it would pause the execution at this line.\n throw new Error(message);\n } catch (e) {} // eslint-disable-line no-empty\n\n}\n\nfunction getUnexpectedStateShapeWarningMessage(inputState, reducers, action, unexpectedKeyCache) {\n var reducerKeys = Object.keys(reducers);\n var argumentName = action && action.type === ActionTypes.INIT ? 'preloadedState argument passed to createStore' : 'previous state received by the reducer';\n\n if (reducerKeys.length === 0) {\n return 'Store does not have a valid reducer. Make sure the argument passed ' + 'to combineReducers is an object whose values are reducers.';\n }\n\n if (!isPlainObject(inputState)) {\n return \"The \" + argumentName + \" has unexpected type of \\\"\" + kindOf(inputState) + \"\\\". Expected argument to be an object with the following \" + (\"keys: \\\"\" + reducerKeys.join('\", \"') + \"\\\"\");\n }\n\n var unexpectedKeys = Object.keys(inputState).filter(function (key) {\n return\n !reducers.hasOwnProperty(key) && !unexpectedKeyCache[key];\n });\n unexpectedKeys.forEach(function (key) {\n unexpectedKeyCache[key] = true;\n });\n if (action && action.type === ActionTypes.REPLACE) return;\n\n if (unexpectedKeys.length > 0) {\n return \"Unexpected \" + (unexpectedKeys.length > 1 ? 'keys' : 'key') + \" \" + (\"\\\"\" + unexpectedKeys.join(\"\", \"\") + \"\\\" found in \" + argumentName + \". \") + \"Expected to find one of the known reducer keys instead: \" + (\"\\\"\" + reducerKeys.join(\"\", \"\") + \"\\\". Unexpected keys will be ignored.\");\n }\n}\n\nfunction assertReducerShape(reducers) {\n Object.keys(reducers).forEach(function (key) {\n var reducer = reducers[key];\n var initialState = reducer(undefined, {\n type: ActionTypes.INIT\n });\n\n if (typeof initialState === 'undefined') {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(12) : \"The slice reducer for key \\\"\" + key + \"\\\" returned\n undefined during initialization. \" + \"If the state passed to the reducer is undefined, you must \" + \"explicitly return the initial state. The initial state may \" + \"not be undefined. If you don't want to set a value for this reducer, \" + \"you can use null instead of undefined.\");\n }\n\n if (typeof reducer(undefined, {\n type: ActionTypes.PROBE_UNKNOWN_ACTION()\n }) === 'undefined') {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(13) : \"The slice reducer for key \\\"\" + key + \"\\\" returned undefined when probed with a random type. \" + (\"Don't try to handle '\" +

ActionTypes.INIT + \"' or other actions in \\\"redux/*\\\" \") + \"namespace. They are considered private. Instead, you must return the \" + \"current state for any unknown actions, unless it is undefined, \" + \"in which case you must return the initial state, regardless of the \" + \"action type. The initial state may not be undefined, but can be null.\");\n
}\n });\n}\n/**\n * Turns an object whose values are different reducer functions, into a single\n * reducer function. It will call every child reducer, and gather their results\n * into a single state object, whose keys correspond to the keys of the passed\n * reducer functions.\n *\n * @param {Object} reducers An object whose values correspond to different\n * reducer functions that need to be combined into one. One handy way to obtain\n * it is to use ES6 `import * as reducers` syntax. The reducers may never return\n * undefined for any action. Instead, they should return their initial state\n * if the state passed to them was undefined, and the current state for any\n * unrecognized action.\n *\n * @returns {Function} A reducer function that invokes every reducer inside the\n * passed object, and builds a state object with the same shape.\n */\n\n\nfunction combineReducers(reducers) {\n var reducerKeys = Object.keys(reducers);\n var finalReducers = {};\n\n for (var i = 0; i < reducerKeys.length; i++) {\n var key = reducerKeys[i];\n\n if (process.env.NODE_ENV !== 'production') {\n if (typeof reducers[key] === 'undefined') {\n warning(\"No reducer provided for key \\\"\" + key + \"\\\"\");\n }\n }\n\n if (typeof reducers[key] === 'function') {\n finalReducers[key] = reducers[key];\n }\n }\n\n var finalReducerKeys = Object.keys(finalReducers); // This is used to make sure we don't warn about the same\n // keys multiple times.\n\n var unexpectedKeyCache;\n\n if (process.env.NODE_ENV !== 'production') {\n unexpectedKeyCache = {};\n }\n\n var shapeAssertionError;\n\n try {\n assertReducerShape(finalReducers);\n } catch (e) {\n shapeAssertionError = e;\n }\n\n return function combination(state, action) {\n if (state === void 0) {\n state = {};\n }\n\n if (shapeAssertionError) {\n throw shapeAssertionError;\n }\n\n if (process.env.NODE_ENV !== 'production') {\n var warningMessage = getUnexpectedStateShapeWarningMessage(state, finalReducers, action, unexpectedKeyCache);\n\n if (warningMessage) {\n warning(warningMessage);\n }\n }\n\n var hasChanged = false;\n var nextState = {};\n\n for (var _i = 0; _i < finalReducerKeys.length; _i++) {\n var _key = finalReducerKeys[_i];\n var reducer = finalReducers[_key];\n var previousStateForKey = state[_key];\n var nextStateForKey = reducer(previousStateForKey, action);\n\n if (typeof nextStateForKey === 'undefined') {\n var actionType = action && action.type;\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(14) : \"When called with an action of type \" + (actionType ? \"\\\"\" + String(actionType) + \"\\\"\" : '(unknown type)') + \", the slice reducer for key \\\"\" + _key + \"\\\" returned undefined. \" + \"To ignore an action, you must explicitly return the previous state. \" + \"If you want this reducer to hold no value, you can return null instead of undefined.\");\n }\n\n nextState[_key] = nextStateForKey;\n hasChanged = hasChanged || nextStateForKey !== previousStateForKey;\n }\n\n hasChanged = hasChanged || finalReducerKeys.length !== Object.keys(state).length;\n return hasChanged ? nextState : state;\n };\n}\n\nfunction bindActionCreator(actionCreator, dispatch) {\n return function () {\n return dispatch(actionCreator.apply(this, arguments));\n };\n}\n/**\n * Turns an object whose values are action creators, into an object with the\n * same keys, but with every function wrapped into a `dispatch` call so they\n * may be invoked directly. This is just a convenience method, as you can call\n * `store.dispatch(MyActionCreators.doSomething())` yourself just fine.\n *\n * For convenience, you can also pass an action creator as the first argument,\n * and get a dispatch wrapped function in return.\n *\n * @param {Function|Object} actionCreators An object whose values are action\n * creator functions. One handy way to obtain it is to use ES6 `import * as`\n * syntax. You may also pass a single function.\n *\n * @param {Function} dispatch The `dispatch` function available on your Redux\n * store.\n *\n * @returns {Function|Object} The object mimicking the original object, but with\n * every action creator wrapped into the `dispatch` call. If you passed a\n * function as `actionCreators`, the return value will also be a single\n * function.\n */\n\n\nfunction bindActionCreators(actionCreators, dispatch) {\n if (typeof actionCreators === 'function') {\n return bindActionCreator(actionCreators, dispatch);\n }\n\n if (typeof actionCreators !== 'object' || actionCreators === null) {\n throw new Error(process.env.NODE_ENV === \"production\" ?

formatProdErrorMessage(16) : \"bindActionCreators expected an object or a function, but instead received: '\" + kindOf(actionCreators) + \"'. \" + \"Did you write \\\"import ActionCreators from\\\" instead of \\\"import * as ActionCreators from\\\"?\");\n }\n\n var boundActionCreators = {};\n\n for (var key in actionCreators) {\n var actionCreator = actionCreators[key];\n\n if (typeof actionCreator === 'function') {\n boundActionCreators[key] = bindActionCreator(actionCreator, dispatch);\n }\n }\n\n return boundActionCreators;\n}\n/**\n * Composes single-argument functions from right to left. The rightmost\n * function can take multiple arguments as it provides the signature for\n * the resulting composite function.\n *\n * @param {...Function} funcs The functions to compose.\n * @returns {Function} A function obtained by composing the argument functions\n * from right to left. For example, compose(f, g, h) is identical to doing\n * (...args) => f(g(h(...args))).\n */\n\n\nfunction compose() {\n for (var _len = arguments.length, funcs = new Array(_len), _key = 0; _key < _len; _key++) {\n funcs[_key] = arguments[_key];\n }\n\n if (funcs.length === 0) {\n return function (arg) {\n return arg;\n };\n }\n\n if (funcs.length === 1) {\n return funcs[0];\n }\n\n return funcs.reduce(function (a, b) {\n return function () {\n return a(b.apply(void 0, arguments));\n };\n });\n}\n/**\n * Creates a store enhancer that applies middleware to the dispatch method\n * of the Redux store. This is handy for a variety of tasks, such as expressing\n * asynchronous actions in a concise manner, or logging every action payload.\n *\n * See `redux-thunk` package as an example of the Redux middleware.\n *\n * Because middleware is potentially asynchronous, this should be the first\n * store enhancer in the composition chain.\n *\n * Note that each middleware will be given the `dispatch` and `getState` functions\n * as named arguments.\n *\n * @param {...Function} middlewares The middleware chain to be applied.\n * @returns {Function} A store enhancer applying the middleware.\n */\n\n\nfunction applyMiddleware() {\n for (var _len = arguments.length, middlewares = new Array(_len), _key = 0; _key < _len; _key++) {\n middlewares[_key] = arguments[_key];\n }\n\n return function (createStore) {\n return function () {\n var store = createStore.apply(void 0, arguments);\n\n var _dispatch = function dispatch() {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(15) : 'Dispatching while constructing your middleware is not allowed. ' + 'Other middleware would not be applied to this dispatch.');\n };\n\n var middlewareAPI = {\n getState: store.getState,\n dispatch: function dispatch() {\n return _dispatch.apply(void 0, arguments);\n }\n };\n var chain = middlewares.map(function (middleware) {\n return middleware(middlewareAPI);\n });\n _dispatch = compose.apply(void 0, chain)(store.dispatch);\n return _objectSpread(_objectSpread({}, store), {}, {\n dispatch: _dispatch\n });\n };\n };\n}\n/*\n * This is a dummy function to check if the function name has been altered by minification.\n * If the function has been minified and NODE_ENV !== 'production', warn the user.\n */\n\n\nfunction isCrushed() {}\n\nif (process.env.NODE_ENV !== 'production' && typeof isCrushed.name === 'string' && isCrushed.name !== 'isCrushed') {\n warning('You are currently using minified code outside of NODE_ENV === \"production\". ' + 'This means that you are running a slower development build of Redux. ' + 'You can use loose-envify (https://github.com/zertosh/loose-envify) for browserify ' + 'or setting mode to production in webpack (https://webpack.js.org/concepts/mode/) ' + 'to ensure you have the correct code for your production build.');\n}\n\nexport { ActionTypes as __DO_NOT_USE__ActionTypes, applyMiddleware, bindActionCreators, combineReducers, compose, createStore };","import _AppBar from './AppBar';\nexport { _AppBar as AppBar };\nimport _AutoComplete from './AutoComplete';\nexport { _AutoComplete as AutoComplete };\nimport _Avatar from './Avatar';\nexport { _Avatar as Avatar };\nimport _Badge from './Badge';\nexport { _Badge as Badge };\nimport _BottomNavigation from './BottomNavigation';\nexport { _BottomNavigation as BottomNavigation };\nimport _BottomNavigationItem from './BottomNavigation/BottomNavigationItem';\nexport { _BottomNavigationItem as BottomNavigationItem };\nimport _Card from './Card';\nexport { _Card as Card };\nimport _CardActions from './Card/CardActions';\nexport { _CardActions as CardActions };\nimport _CardHeader from './Card/CardHeader';\nexport { _CardHeader as CardHeader };\nimport _CardMedia from './Card/CardMedia';\nexport { _CardMedia as CardMedia };\nimport _CardTitle from './Card/CardTitle';\nexport { _CardTitle as CardTitle };\nimport _CardText from './Card/CardText';\nexport { _CardText as CardText };\nimport

_Checkbox from './Checkbox';\nexport { _Checkbox as Checkbox };\nimport _Chip from './Chip';\nexport { _Chip as Chip };\nimport
_CircularProgress from './CircularProgress';\nexport { _CircularProgress as CircularProgress };\nimport _DatePicker from './DatePicker';\nexport { _DatePicker as DatePicker };\nimport _Dialog from './Dialog';\nexport { _Dialog as Dialog };\nimport _Divider from './Divider';\nexport { _Divider as Divider };\nimport _Drawer from './Drawer';\nexport { _Drawer as Drawer };\nimport _DropDownMenu from './DropDownMenu';\nexport { _DropDownMenu as DropDownMenu };\nimport _FlatButton from './FlatButton';\nexport { _FlatButton as FlatButton };\nimport _FloatingActionButton from './FloatingActionButton';\nexport { _FloatingActionButton as FloatingActionButton };\nimport _FontIcon from './FontIcon';\nexport { _FontIcon as FontIcon };\nimport _GridList from './GridList';\nexport { _GridList as GridList };\nimport _GridTile from './GridList/GridTile';\nexport { _GridTile as GridTile };\nimport _IconButton from './IconButton';\nexport { _IconButton as IconButton };\nimport _IconMenu from './IconMenu';\nexport
{ _IconMenu as IconMenu };\nimport _LinearProgress from './LinearProgress';\nexport { _LinearProgress as LinearProgress };\nimport _List from './List';\nexport { _List as List };\nimport _ListItem from './List/ListItem';\nexport { _ListItem as ListItem };\nimport _makeSelectable from './List/makeSelectable';\nexport { _makeSelectable as makeSelectable };\nimport _Menu from './Menu';\nexport { _Menu as Menu };\nimport _MenuItem from './MenuItem';\nexport { _MenuItem as MenuItem };\nimport _MuiThemeProvider from './styles/MuiThemeProvider';\nexport { _MuiThemeProvider as MuiThemeProvider };\nimport _Paper from './Paper';\nexport { _Paper as Paper };\nimport _Popover from './Popover';\nexport { _Popover as Popover };\nimport _RadioButton from './RadioButton';\nexport { _RadioButton as RadioButton };\nimport _RadioButtonGroup from './RadioButton/RadioButtonGroup';\nexport { _RadioButtonGroup as RadioButtonGroup };\nimport _RaisedButton from './RaisedButton';\nexport { _RaisedButton
as RaisedButton };\nimport _RefreshIndicator from './RefreshIndicator';\nexport { _RefreshIndicator as RefreshIndicator };\nimport _SelectField from './SelectField';\nexport { _SelectField as SelectField };\nimport _Slider from './Slider';\nexport { _Slider as Slider };\nimport _Subheader from './Subheader';\nexport { _Subheader as Subheader };\nimport _SvgIcon from './SvgIcon';\nexport { _SvgIcon as SvgIcon };\nimport _Step from './Stepper/Step';\nexport { _Step as Step };\nimport _StepButton from './Stepper/StepButton';\nexport { _StepButton as StepButton };\nimport _StepContent from './Stepper/StepContent';\nexport { _StepContent as StepContent };\nimport _StepLabel from './Stepper/StepLabel';\nexport { _StepLabel as StepLabel };\nimport _Stepper from './Stepper/Stepper';\nexport { _Stepper as Stepper };\nimport _Snackbar from './Snackbar';\nexport { _Snackbar as Snackbar };\nimport _Tabs from './Tabs';\nexport { _Tabs as Tabs };\nimport _Tab from './Tabs/Tab';\nexport { _Tab as
Tab };\nimport _Table from './Table';\nexport { _Table as Table };\nimport _TableBody from './Table/TableBody';\nexport { _TableBody as TableBody };\nimport _TableFooter from './Table/TableFooter';\nexport { _TableFooter as TableFooter };\nimport _TableHeader from './Table/TableHeader';\nexport { _TableHeader as TableHeader };\nimport _TableHeaderColumn from './Table/TableHeaderColumn';\nexport { _TableHeaderColumn as TableHeaderColumn };\nimport _TableRow from './Table/TableRow';\nexport { _TableRow as TableRow };\nimport _TableRowColumn from './Table/TableRowColumn';\nexport { _TableRowColumn as TableRowColumn };\nimport _TextField from './TextField';\nexport { _TextField as TextField };\nimport _TimePicker from './TimePicker';\nexport { _TimePicker as TimePicker };\nimport _Toggle from './Toggle';\nexport { _Toggle as Toggle };\nimport _Toolbar from './Toolbar';\nexport { _Toolbar as Toolbar };\nimport _ToolbarGroup from './Toolbar/ToolbarGroup';\nexport { _ToolbarGroup as ToolbarGroup
};\nimport _ToolbarSeparator from './Toolbar/ToolbarSeparator';\nexport { _ToolbarSeparator as ToolbarSeparator };\nimport _ToolbarTitle from './Toolbar/ToolbarTitle';\nexport { _ToolbarTitle as ToolbarTitle };","'use strict';\n\nfunction checkDCE() {\n /* global __REACT_DEVTOOLS_GLOBAL_HOOK__ */\n if (typeof __REACT_DEVTOOLS_GLOBAL_HOOK__ === 'undefined' || typeof __REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE !== 'function') {\n   return;\n }\n\n if

(process.env.NODE_ENV !== 'production') {\n // This branch is unreachable because this function is only called\n // in production, but the condition is true only in development.\n // Therefore if the branch is still here, dead code elimination wasn't\n // properly applied.\n // Don't change the message. React DevTools relies on it. Also make sure\n // this message doesn't occur elsewhere in this function, or it will cause\n // a false positive.\n throw new Error('^_^');\n }\n\n try {\n // Verify that the code
 above has been dead code eliminated (DCE'd).\n
__REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE(checkDCE);\n } catch (err) {\n // DevTools shouldn't crash React, no matter what.\n // We should still report in case we break this code.\n console.error(err);\n }\n}\n\nif (process.env.NODE_ENV === 'production') {\n // DCE check should happen before ReactDOM bundle executes so that\n // DevTools can report bad minification during injection.\n checkDCE();\n module.exports = require('./cjs/react-dom.production.min.js');\n} else {\n module.exports = require('./cjs/react-dom.development.js');\n}","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n
 * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray = Array.isArray;\nexport default isArray;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _SvgIcon = require('./SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _SvgIcon2.default;","import freeGlobal from './_freeGlobal.js';\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\nexport default root;","'use strict';\n\nexports.__esModule = true;\n\nvar _shouldUpdate = require('./shouldUpdate');\n\nvar _shouldUpdate2 = _interopRequireDefault(_shouldUpdate);\n\nvar _shallowEqual = require('./shallowEqual');\n\nvar
 _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _setDisplayName = require('./setDisplayName');\n\nvar _setDisplayName2 = _interopRequireDefault(_setDisplayName);\n\nvar _wrapDisplayName = require('./wrapDisplayName');\n\nvar _wrapDisplayName2 = _interopRequireDefault(_wrapDisplayName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar pure = function pure(BaseComponent) {\n var hoc = (0, _shouldUpdate2.default)(function (props, nextProps) {\n return !(0, _shallowEqual2.default)(props, nextProps);\n });\n\n if (process.env.NODE_ENV !== 'production') {\n return (0, _setDisplayName2.default)((0, _wrapDisplayName2.default)(BaseComponent, 'pure'))(hoc(BaseComponent));\n }\n\n return hoc(BaseComponent);\n};\n\nexports.default = pure;","export default function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n
  }\n}","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n return Constructor;\n}","export default function _getPrototypeOf(o) {\n _getPrototypeOf = Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n return o.__proto__ || Object.getPrototypeOf(o);\n };\n return _getPrototypeOf(o);\n}","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`.
 (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2,

3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type == 'function');\n}\n\nexport default isObject;","function _typeof2(obj) { if (typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\") { _typeof2 = function _typeof2(obj) { return typeof obj; }; } else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol === \"function\" && _typeof2(Symbol.iterator) === \"symbol\") {\n _typeof = function _typeof(obj) {\n return _typeof2(obj);\n };\n } else {\n _typeof = function _typeof(obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : _typeof2(obj);\n };\n }\n\n return _typeof(obj);\n}","import _typeof from \"../../helpers/esm/typeof\";\nimport assertThisInitialized from \"./assertThisInitialized\";\nexport default function _possibleConstructorReturn(self, call) {\n if (call && (_typeof(call) === \"object\" || typeof call === \"function\")) {\n return call;\n }\n\n return assertThisInitialized(self);\n}","export default function _assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}","export default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"./setPrototypeOf\";\nexport default function _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function\");\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n writable: true,\n configurable: true\n }\n });\n if (superClass) setPrototypeOf(subClass, superClass);\n}","var core = module.exports = {\n version: '2.6.12'\n};\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef","/**\n * Copyright 2014-2015, Facebook, Inc.\n * All rights reserved.\n *\n * This source code is licensed under the BSD-style license found in the\n * LICENSE file in the root directory of this source tree. An additional grant\n * of patent rights can be found in the PATENTS file in the same directory.\n */\n'use strict';\n/**\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep the\n * same logic and follow the same code paths.\n */\n\nvar warning = function warning() {};\n\nif (process.env.NODE_ENV !== 'production') {\n warning = function warning(condition, format, args) {\n var len = arguments.length;\n args = new Array(len > 2 ? len - 2 : 0);\n\n for (var key = 2; key < len; key++) {\n args[key - 2] = arguments[key];\n }\n\n if (format === undefined) {\n throw new Error('`warning(condition, format, ...args)` requires a warning ' + 'message argument');\n }\n\n if (format.length < 10 || /^[s\\W]*$/.test(format)) {\n throw new Error('The warning format should be able to uniquely identify this ' + 'warning. Please, use a more descriptive format than: ' + format);\n }\n\n if (!condition) {\n var argIndex = 0;\n var message = 'Warning: ' + format.replace(/%s/g, function () {\n return args[argIndex++];\n });\n\n if (typeof console !== 'undefined') {\n console.error(message);\n }\n\n try {\n // This error was thrown as a convenience so that you can use this stack\n // to find the callsite that caused this warning to fire.\n throw new Error(message);\n } catch (x) {}\n }\n };\n}\n\nmodule.exports = warning;","/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n\nexport default isObjectLike;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Paper2.default;","import root from './_root.js';\n\n/** Used to detect

overreaching core-js shims. */\n\nvar coreJsData = root['__core-js_shared__'];\nexport default coreJsData;","import coreJsData from './_coreJsData.js';\n/** Used to detect methods masquerading as native. */\n\nvar maskSrcKey = function () {\n var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO
 || '');\n return uid ? 'Symbol(src)_1.' + uid : '';\n}();\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\n\n\nfunction isMasked(func) {\n return !!maskSrcKey && maskSrcKey in func;\n}\n\nexport default isMasked;","import isFunction from './isFunction.js';\nimport isMasked from './_isMasked.js';\nimport isObject from './isObject.js';\nimport toSource from './_toSource.js';\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\n\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n/** Used to detect host constructors (Safari). */\n\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n/** Used for built-in method references. */\n\nvar funcProto = Function.prototype,\n   objectProto = Object.prototype;\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString
 = funcProto.toString;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Used to detect if a method is native. */\n\nvar reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\n\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n   return false;\n }\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n\nexport default baseIsNative;","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n
 * @returns {*} Returns the property value.\n */\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n\nexport default getValue;","import baseIsNative from './_baseIsNative.js';\nimport getValue from './_getValue.js';\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\n\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nexport default getNative;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n/**\n * Use invariant() to assert state which your program assumes to be true.\n *\n * Provide sprintf-style format (only %s
 is supported) and arguments\n * to provide information about what broke and what you were\n * expecting.\n *\n * The invariant message will be stripped in production, but the invariant\n * will remain to ensure logic does not differ in production.\n */\n\nvar invariant = function invariant(condition, format, a, b, c, d, e, f) {\n if (process.env.NODE_ENV !== 'production') {\n   if (format === undefined) {\n   throw new Error('invariant requires an error message argument');\n   }\n }\n\n if (!condition) {\n   var error;\n\n   if (format === undefined) {\n   error = new Error('Minified exception occurred; use the non-minified dev environment ' + 'for the full error message and additional helpful warnings.');\n   } else {\n   var args = [a, b, c, d, e, f];\n   var argIndex = 0;\n   error = new Error(format.replace(/%s/g, function () {\n   return args[argIndex++];\n   }));\n   error.name = 'Invariant Violation';\n   }\n\n   error.framesToPop = 1; // we don't
 care about invariant's own frame\n\n   throw error;\n }\n};\n\nmodule.exports = invariant;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar horizontal = _propTypes2.default.oneOf(['left', 'middle', 'right']);\n\nvar vertical = _propTypes2.default.oneOf(['top', 'center', 'bottom']);\n\nexports.default = {\n corners: _propTypes2.default.oneOf(['bottom-left', 'bottom-right', 'top-left', 'top-right']),\n horizontal: horizontal,\n vertical: vertical,\n origin: _propTypes2.default.shape({\n   horizontal:

horizontal,\n vertical: vertical\n }),\n cornersAndCenter: _propTypes2.default.oneOf(['bottom-center', 'bottom-left', 'bottom-right', 'top-center', 'top-left', 'top-right']),\n stringOrNumber: _propTypes2.default.oneOfType([_propTypes2.default.string,
  _propTypes2.default.number]),\n zDepth: _propTypes2.default.oneOf([0, 1, 2, 3, 4, 5])\n};","import Symbol from './_Symbol.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar nativeObjectToString = objectProto.toString;\n/** Built-in value references. */\n\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\n\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag]
  = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n\n return result;\n}\n\nexport default getRawTag;","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar nativeObjectToString = objectProto.toString;\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\n\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n\nexport default objectToString;","import Symbol from './_Symbol.js';\nimport getRawTag from './_getRawTag.js';\nimport objectToString from
  './_objectToString.js';\n/** `Object#toString` result references. */\n\nvar nullTag = '[object Null]',\n   undefinedTag = '[object Undefined]';\n/** Built-in value references. */\n\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nfunction baseGetTag(value) {\n if (value == null) {\n   return value === undefined ? undefinedTag : nullTag;\n }\n\n return symToStringTag && symToStringTag in Object(value) ? getRawTag(value) : objectToString(value);\n}\n\nexport default baseGetTag;","// Source: http://jsfiddle.net/vWx8V/\n// http://stackoverflow.com/questions/5603195/full-list-of-javascript-keycodes\n\n/**\n * Conenience method returns corresponding value for given keyName or keyCode.\n *\n * @param {Mixed} keyCode {Number} or keyName {String}\n * @return {Mixed}\n * @api
  public\n */\nfunction keyCode(searchInput) {\n // Keyboard Events\n if (searchInput && 'object' === typeof searchInput) {\n   var hasKeyCode = searchInput.which || searchInput.keyCode || searchInput.charCode;\n   if (hasKeyCode) searchInput = hasKeyCode;\n } // Numbers\n\n\n if ('number' === typeof searchInput) return names[searchInput]; // Everything else (cast to string)\n\n var search = String(searchInput); // check codes\n\n var foundNamedKey = codes[search.toLowerCase()];\n if (foundNamedKey) return foundNamedKey; // check aliases\n\n var foundNamedKey = aliases[search.toLowerCase()];\n if (foundNamedKey) return foundNamedKey; // weird character?\n\n if (search.length === 1) return search.charCodeAt(0);\n return undefined;\n}\n/**\n * Compares a keyboard event with a given keyCode or keyName.\n *\n * @param {Event} event Keyboard event that should be tested\n * @param {Mixed} keyCode {Number} or keyName {String}\n * @return {Boolean}\n * @api public\n */\n\n\nkeyCode.isEventKey
  = function isEventKey(event, nameOrCode) {\n if (event && 'object' === typeof event) {\n   var keyCode = event.which || event.keyCode || event.charCode;\n\n   if (keyCode === null || keyCode === undefined) {\n   return false;\n   }\n\n   if (typeof nameOrCode === 'string') {\n   // check codes\n   var foundNamedKey = codes[nameOrCode.toLowerCase()];\n\n   if (foundNamedKey) {\n   return foundNamedKey === keyCode;\n   } // check aliases\n\n\n   var foundNamedKey = aliases[nameOrCode.toLowerCase()];\n\n   if

(foundNamedKey) {\n return foundNamedKey === keyCode;\n }\n } else if (typeof nameOrCode === 'number') {\n return nameOrCode === keyCode;\n }\n\n return false;\n }\n};\n\nexports = module.exports = keyCode;\n/**\n * Get by name\n *\n * exports.code['enter'] // => 13\n */\n\nvar codes = exports.code = exports.codes = {\n 'backspace': 8,\n 'tab': 9,\n 'enter': 13,\n 'shift': 16,\n 'ctrl': 17,\n 'alt': 18,\n 'pause/break': 19,\n 'caps lock': 20,\n 'esc': 27,\n 'space': 32,\n 'page up': 33,\n 'page down': 34,\n 'end': 35,\n 'home': 36,\n 'left': 37,\n 'up': 38,\n 'right': 39,\n 'down': 40,\n 'insert': 45,\n 'delete': 46,\n 'command': 91,\n 'left command': 91,\n 'right command': 93,\n 'numpad *': 106,\n 'numpad +': 107,\n 'numpad -': 109,\n 'numpad .': 110,\n 'numpad /': 111,\n 'num lock': 144,\n 'scroll lock': 145,\n 'my computer': 182,\n 'my calculator': 183,\n ';': 186,\n '=': 187,\n ',': 188,\n '-': 189,\n '.': 190,\n '/': 191,\n '`': 192,\n '[': 219,\n '\\\\': 220,\n ']': 221,\n \"'\": 222\n}; // Helper aliases\n\nvar aliases = exports.aliases = {\n 'windows': 91,\n '': 16,\n '': 18,\n '': 17,\n '': 91,\n 'ctl': 17,\n 'control': 17,\n 'option': 18,\n 'pause': 19,\n 'break': 19,\n 'caps': 20,\n 'return': 13,\n 'escape': 27,\n 'spc': 32,\n 'spacebar': 32,\n 'pgup': 33,\n 'pgdn': 34,\n 'ins': 45,\n 'del': 46,\n 'cmd': 91\n};\n/*!\n * Programatically add the following\n */\n// lower case chars\n\nfor (i = 97; i < 123; i++) {\n codes[String.fromCharCode(i)] = i - 32;\n} // numbers\n\n\nfor (var i = 48; i < 58; i++) {\n codes[i - 48] = i;\n} // function keys\n\n\nfor (i = 1; i < 13; i++) {\n codes['f' + i] = i + 111;\n} // numpad keys\n\n\nfor (i = 0; i < 10; i++) {\n codes['numpad ' + i] = i + 96;\n}\n/**\n * Get by code\n *\n * exports.name[13] // => 'Enter'\n */\n\n\nvar names = exports.names = exports.title = {}; // title for backward compat\n// Create reverse mapping\n\nfor (i in codes) {\n names[codes[i]] = i;\n} // Add aliases\n\n\nfor (var alias in aliases) {\n codes[alias] = aliases[alias];\n}","export default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"./setPrototypeOf.js\";\nexport default function _inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n setPrototypeOf(subClass, superClass);\n}","import PropTypes from 'prop-types';\nexport var subscriptionShape = PropTypes.shape({\n trySubscribe: PropTypes.func.isRequired,\n tryUnsubscribe: PropTypes.func.isRequired,\n notifyNestedSubs: PropTypes.func.isRequired,\n isSubscribed: PropTypes.func.isRequired\n});\nexport var storeShape = PropTypes.shape({\n subscribe: PropTypes.func.isRequired,\n dispatch: PropTypes.func.isRequired,\n getState: PropTypes.func.isRequired\n});","import _inheritsLoose from \"@babel/runtime/helpers/esm/inheritsLoose\";\nimport React, { Component, Children } from 'react';\nimport PropTypes from 'prop-types';\nimport { storeShape, subscriptionShape } from '../utils/PropTypes';\nimport warning from '../utils/warning';\nvar prefixUnsafeLifecycleMethods = typeof React.forwardRef !== \"undefined\";\nvar didWarnAboutReceivingStore = false;\n\nfunction warnAboutReceivingStore() {\n if (didWarnAboutReceivingStore) {\n return;\n }\n\n didWarnAboutReceivingStore = true;\n warning('<Provider> does not support changing `store` on the fly. ' + 'It is most likely that you see this error because you updated to ' + 'Redux 2.x and React Redux 2.x which no longer hot reload reducers ' + 'automatically. See https://github.com/reduxjs/react-redux/releases/' + 'tag/v2.0.0 for the migration instructions.');\n}\n\nexport function createProvider(storeKey) {\n var _Provider$childContex;\n\n if (storeKey === void 0) {\n storeKey = 'store';\n }\n\n var subscriptionKey = storeKey + \"Subscription\";\n\n var Provider = /*#__PURE__*/function (_Component) {\n _inheritsLoose(Provider, _Component);\n\n var _proto = Provider.prototype;\n\n _proto.getChildContext = function getChildContext() {\n var _ref;\n\n return _ref = {}, _ref[storeKey] = this[storeKey], _ref[subscriptionKey] = null, _ref;\n };\n\n function Provider(props, context) {\n var _this;\n\n _this = _Component.call(this, props, context) || this;\n _this[storeKey] = props.store;\n return _this;\n }\n\n _proto.render = function render() {\n return Children.only(this.props.children);\n };\n\n return Provider;\n }(Component);\n\n if (process.env.NODE_ENV !== 'production') {\n // Use UNSAFE_ event name where supported\n var eventName = prefixUnsafeLifecycleMethods ? 'UNSAFE_componentWillReceiveProps' : 'componentWillReceiveProps';\n\n Provider.prototype[eventName] = function (nextProps) {\n if (this[storeKey] !== nextProps.store) {\n warnAboutReceivingStore();\n }\n };\n }\n\n Provider.propTypes = {\n store: storeShape.isRequired,\n

children: PropTypes.element.isRequired\n };\n Provider.childContextTypes = (_Provider$childContex = {}, _Provider$childContex[storeKey] = storeShape.isRequired, _Provider$childContex[subscriptionKey] = subscriptionShape,
 _Provider$childContex);\n return Provider;\n}\nexport default createProvider();","export default function _assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}","export default function _extends() {\n _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n };\n\n return _extends.apply(this, arguments);\n}","export default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n}","// encapsulates the subscription logic for connecting a component to the redux store, as\n// well as nesting subscriptions of descendant components, so that we can ensure the\n// ancestor components re-render before descendants\nvar CLEARED = null;\nvar nullListeners = {\n notify: function notify() {}\n};\n\nfunction createListenerCollection() {\n // the current/next pattern is copied from redux's createStore code.\n // TODO: refactor+expose that code to be reusable here?\n var current = [];\n var next = [];\n return {\n clear: function clear() {\n next = CLEARED;\n current = CLEARED;\n },\n notify: function notify() {\n var listeners = current = next;\n\n for (var i = 0; i < listeners.length; i++) {\n listeners[i]();\n }\n },\n get: function get() {\n return next;\n },\n subscribe: function subscribe(listener) {\n var isSubscribed = true;\n if
 (next === current) next = current.slice();\n next.push(listener);\n return function unsubscribe() {\n if (!isSubscribed || current === CLEARED) return;\n isSubscribed = false;\n if (next === current) next = current.slice();\n next.splice(next.indexOf(listener), 1);\n };\n }\n };\n}\n\nvar Subscription = /*#__PURE__*/function () {\n function Subscription(store, parentSub, onStateChange) {\n this.store = store;\n this.parentSub = parentSub;\n this.onStateChange = onStateChange;\n this.unsubscribe = null;\n this.listeners = nullListeners;\n }\n\n var _proto = Subscription.prototype;\n\n _proto.addNestedSub = function addNestedSub(listener) {\n this.trySubscribe();\n return this.listeners.subscribe(listener);\n };\n\n _proto.notifyNestedSubs = function notifyNestedSubs() {\n this.listeners.notify();\n };\n\n _proto.isSubscribed = function isSubscribed() {\n return Boolean(this.unsubscribe);\n };\n\n _proto.trySubscribe
 = function trySubscribe() {\n if (!this.unsubscribe) {\n this.unsubscribe = this.parentSub ? this.parentSub.addNestedSub(this.onStateChange) : this.store.subscribe(this.onStateChange);\n this.listeners = createListenerCollection();\n }\n };\n\n _proto.tryUnsubscribe = function tryUnsubscribe() {\n if (this.unsubscribe) {\n this.unsubscribe();\n this.unsubscribe = null;\n this.listeners.clear();\n this.listeners = nullListeners;\n }\n };\n\n return Subscription;\n}();\n\nexport { Subscription as default };","import _inheritsLoose from \"@babel/runtime/helpers/esm/inheritsLoose\";\nimport _assertThisInitialized from \"@babel/runtime/helpers/esm/assertThisInitialized\";\nimport _extends from \"@babel/runtime/helpers/esm/extends\";\nimport _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport hoistStatics from 'hoist-non-react-statics';\nimport invariant from 'invariant';\nimport React,
 { Component, createElement } from 'react';\nimport { isValidElementType } from 'react-is';\nimport Subscription from '../utils/Subscription';\nimport { storeShape, subscriptionShape } from '../utils/PropTypes';\n\nvar prefixUnsafeLifecycleMethods = typeof React.forwardRef !== \"undefined\";\nvar hotReloadingVersion = 0;\nvar dummyState = {};\n\nfunction noop() {}\n\nfunction makeSelectorStateful(sourceSelector, store) {\n // wrap the selector in an object that tracks its results between runs.\n var selector = {\n run: function runComponentSelector(props) {\n try {\n var nextProps = sourceSelector(store.getState(), props);\n\n if (nextProps !== selector.props || selector.error) {\n selector.shouldComponentUpdate = true;\n selector.props = nextProps;\n selector.error = null;\n }\n } catch (error) {\n

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selector.shouldComponentUpdate = true;\n        selector.error = error;\n      }\n    }\n  };\n  return selector;\n}\n\nexport default function connectAdvanced(\n/*\n  selectorFactory is a func that is responsible for returning the selector function used to\n  compute new props from state, props, and dispatch. For example:\n    export default connectAdvanced((dispatch, options) => (state, props) => ({\n      thing: state.things[props.thingId],\n      saveThing: fields => dispatch(actionCreators.saveThing(props.thingId, fields)),\n    }))(YourComponent)\n  Access to dispatch is provided to the factory so selectorFactories can bind actionCreators\n  outside of their selector as an optimization. Options passed to connectAdvanced are passed to\n  the selectorFactory, along with displayName and WrappedComponent, as the second argument.\n  Note that selectorFactory is responsible for all caching/memoization of inbound and outbound\n  props. Do not use connectAdvanced directly without memoizing results between calls to your\n  selector, otherwise the Connect component will re-render on every state or props change.\n*/\nselectorFactory, // options object:\n_ref) {\n  var _contextTypes, _childContextTypes;\n\n  if (_ref === void 0) {\n    _ref = {};\n  }\n\n  var _ref2 = _ref,\n      _ref2$getDisplayName = _ref2.getDisplayName,\n      getDisplayName = _ref2$getDisplayName === void 0 ? function (name) {\n    return \"ConnectAdvanced(\" + name + \")\";\n  } : _ref2$getDisplayName,\n      _ref2$methodName = _ref2.methodName,\n      methodName = _ref2$methodName === void 0 ? 'connectAdvanced' : _ref2$methodName,\n      _ref2$renderCountProp = _ref2.renderCountProp,\n      renderCountProp = _ref2$renderCountProp === void 0 ? undefined : _ref2$renderCountProp,\n      _ref2$shouldHandleSta = _ref2.shouldHandleStateChanges,\n      shouldHandleStateChanges = _ref2$shouldHandleSta === void 0 ? true : _ref2$shouldHandleSta,\n      _ref2$storeKey = _ref2.storeKey,\n      storeKey = _ref2$storeKey === void 0 ? 'store' : _ref2$storeKey,\n      _ref2$withRef = _ref2.withRef,\n      withRef = _ref2$withRef === void 0 ? false : _ref2$withRef,\n      connectOptions = _objectWithoutPropertiesLoose(_ref2, [\"getDisplayName\", \"methodName\", \"renderCountProp\", \"shouldHandleStateChanges\", \"storeKey\", \"withRef\"]);\n\n  var subscriptionKey = storeKey + 'Subscription';\n  var version = hotReloadingVersion++;\n  var contextTypes = (_contextTypes = {}, _contextTypes[storeKey] = storeShape, _contextTypes[subscriptionKey] = subscriptionShape, _contextTypes);\n  var childContextTypes = (_childContextTypes = {}, _childContextTypes[subscriptionKey] = subscriptionShape, _childContextTypes);\n  return function wrapWithConnect(WrappedComponent) {\n    invariant(isValidElementType(WrappedComponent), \"You must pass a component to the function returned by \" + (methodName + \". Instead received \" + JSON.stringify(WrappedComponent)));\n    var wrappedComponentName = WrappedComponent.displayName || WrappedComponent.name || 'Component';\n    var displayName = getDisplayName(wrappedComponentName);\n\n    var selectorFactoryOptions = _extends({}, connectOptions, {\n      getDisplayName: getDisplayName,\n      methodName: methodName,\n      renderCountProp: renderCountProp,\n      shouldHandleStateChanges: shouldHandleStateChanges,\n      storeKey: storeKey,\n      withRef: withRef,\n      displayName: displayName,\n      wrappedComponentName: wrappedComponentName,\n      WrappedComponent: WrappedComponent // TODO Actually fix our use of componentWillReceiveProps\n\n      /* eslint-disable react/no-deprecated */\n\n    });\n\n    var Connect = /*#__PURE__*/function (_Component) {\n      _inheritsLoose(Connect, _Component);\n\n      function Connect(props, context) {\n        var _this;\n\n        _this = _Component.call(this, props, context) || this;\n        _this.version = version;\n        _this.state = {};\n        _this.renderCount = 0;\n        _this.store = props[storeKey] || context[storeKey];\n        _this.propsMode = Boolean(props[storeKey]);\n        _this.setWrappedInstance = _this.setWrappedInstance.bind(_assertThisInitialized(_assertThisInitialized(_this)));\n        invariant(_this.store, \"Could not find \\\"\" + storeKey + \"\\\" in either the context or props of \" + (\"\\\"\" + displayName + \"\\\". Either wrap the root component in a <Provider>, \") + (\"or explicitly pass \\\"\" + storeKey + \"\\\" as a prop to \\\"\" + displayName + \"\\\".\"));\n\n        _this.initSelector();\n\n        _this.initSubscription();\n\n        return _this;\n      }\n\n      var _proto = Connect.prototype;\n\n      _proto.getChildContext = function getChildContext() {\n        var _ref3; // If this component received store from props, its subscription should be transparent\n        // to any descendants receiving store+subscription from context; it passes along\n        // subscription passed to it. Otherwise, it shadows the parent subscription, which allows\n        // Connect to control ordering of notifications to flow top-
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down.\n\n\n var subscription
= this.propsMode ? null : this.subscription;\n return _ref3 = {}, _ref3[subscriptionKey] = subscription || this.context[subscriptionKey], _ref3;\n };\n\n _proto.componentDidMount = function componentDidMount() {\n if (!shouldHandleStateChanges) return; // componentWillMount fires during server side rendering, but componentDidMount and\n // componentWillUnmount do not. Because of this, trySubscribe happens during ...didMount.\n // Otherwise, unsubscription would never take place during SSR, causing a memory leak.\n // To handle the case where a child component may have triggered a state change by\n // dispatching an action in its componentWillMount, we have to re-run the select and maybe\n // re-render.\n\n this.subscription.trySubscribe();\n this.selector.run(this.props);\n if (this.selector.shouldComponentUpdate) this.forceUpdate();\n }; // Note: this is renamed below to the UNSAFE_ version in
React >=16.3.0\n\n\n _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n this.selector.run(nextProps);\n };\n\n _proto.shouldComponentUpdate = function shouldComponentUpdate() {\n return this.selector.shouldComponentUpdate;\n };\n\n _proto.componentWillUnmount = function componentWillUnmount() {\n if (this.subscription) this.subscription.tryUnsubscribe();\n this.subscription = null;\n this.notifyNestedSubs = noop;\n this.store = null;\n this.selector.run = noop;\n this.selector.shouldComponentUpdate = false;\n };\n\n _proto.getWrappedInstance = function getWrappedInstance() {\n invariant(withRef, \"To access the wrapped instance, you need to specify \" + (\"{ withRef: true } in the options argument of the \" + methodName + \"() call.\"));\n return this.wrappedInstance;\n };\n\n _proto.setWrappedInstance = function setWrappedInstance(ref) {\n
this.wrappedInstance = ref;\n };\n\n _proto.initSelector = function initSelector() {\n var sourceSelector = selectorFactory(this.store.dispatch, selectorFactoryOptions);\n this.selector = makeSelectorStateful(sourceSelector, this.store);\n this.selector.run(this.props);\n };\n\n _proto.initSubscription = function initSubscription() {\n if (!shouldHandleStateChanges) return; // parentSub's source should match where store came from: props vs. context. A component\n // connected to the store via props shouldn't use subscription from context, or vice versa.\n\n var parentSub = (this.propsMode ? this.props : this.context)[subscriptionKey];\n this.subscription = new Subscription(this.store, parentSub, this.onStateChange.bind(this)); // `notifyNestedSubs` is duplicated to handle the case where the component is unmounted in\n // the middle of the notification loop, where `this.subscription` will then be null.
An\n // extra null check every change can be avoided by copying the method onto `this` and then\n // replacing it with a no-op on unmount. This can probably be avoided if Subscription's\n // listeners logic is changed to not call listeners that have been unsubscribed in the\n // middle of the notification loop.\n\n this.notifyNestedSubs = this.subscription.notifyNestedSubs.bind(this.subscription);\n };\n\n _proto.onStateChange = function onStateChange() {\n this.selector.run(this.props);\n\n if (!this.selector.shouldComponentUpdate) {\n this.notifyNestedSubs();\n } else {\n this.componentDidUpdate = this.notifyNestedSubsOnComponentDidUpdate;\n this.setState(dummyState);\n }\n };\n\n _proto.notifyNestedSubsOnComponentDidUpdate = function notifyNestedSubsOnComponentDidUpdate() {\n // `componentDidUpdate` is conditionally implemented when `onStateChange` determines it\n
// needs to notify nested subs. Once called, it unimplements itself until further state\n // changes occur. Doing it this way vs having a permanent `componentDidUpdate` that does\n // a boolean check every time avoids an extra method call most of the time, resulting\n // in some perf boost.\n this.componentDidUpdate = undefined;\n this.notifyNestedSubs();\n };\n\n _proto.isSubscribed = function isSubscribed() {\n return Boolean(this.subscription) && this.subscription.isSubscribed();\n };\n\n _proto.addExtraProps = function addExtraProps(props) {\n if (!withRef && !renderCountProp && !(this.propsMode && this.subscription)) return props; // make a shallow copy so that fields added don't leak to the original selector.\n // this is especially important for 'ref' since that's a reference back to the component\n // instance. a singleton memoized selector would then be holding a reference to the\n //

instance, preventing the instance from being garbage collected, and that would be bad\n\n var withExtras = _extends({}, props);\n\n if (withRef) withExtras.ref = this.setWrappedInstance;\n if (renderCountProp) withExtras[renderCountProp] = this.renderCount++;\n if (this.propsMode && this.subscription) withExtras[subscriptionKey] = this.subscription;\n return withExtras;\n };\n\n _proto.render = function render() {\n var selector = this.selector;\n selector.shouldComponentUpdate = false;\n\n if (selector.error) {\n throw selector.error;\n } else {\n return createElement(WrappedComponent, this.addExtraProps(selector.props));\n }\n };\n\n return Connect;\n }(Component);\n\n if (prefixUnsafeLifecycleMethods) {\n // Use UNSAFE_ event name where supported\n Connect.prototype.UNSAFE_componentWillReceiveProps = Connect.prototype.componentWillReceiveProps;\n delete Connect.prototype.componentWillReceiveProps;\n }\n /* eslint-enable react/no-deprecated */\n\n\n Connect.WrappedComponent = WrappedComponent;\n Connect.displayName = displayName;\n Connect.childContextTypes = childContextTypes;\n Connect.contextTypes = contextTypes;\n Connect.propTypes = contextTypes;\n\n if (process.env.NODE_ENV !== 'production') {\n // Use UNSAFE_ event name where supported\n var eventName = prefixUnsafeLifecycleMethods ? 'UNSAFE_componentWillUpdate' : 'componentWillUpdate';\n\n Connect.prototype[eventName] = function componentWillUpdate() {\n var _this2 = this; // We are hot reloading!\n\n\n if (this.version !== version) {\n this.version = version;\n this.initSelector(); // If any connected descendants don't hot reload (and resubscribe in the process), their\n // listeners will be lost when we unsubscribe. Unfortunately, by copying over all\n // listeners, this does mean that the old versions of connected descendants will still be\n // notified of state changes; however, their onStateChange function is a no-op so this\n // isn't a huge deal.\n\n var oldListeners = [];\n\n if (this.subscription) {\n oldListeners = this.subscription.listeners.get();\n this.subscription.tryUnsubscribe();\n }\n\n this.initSubscription();\n\n if (shouldHandleStateChanges) {\n this.subscription.trySubscribe();\n oldListeners.forEach(function (listener) {\n return _this2.subscription.listeners.subscribe(listener);\n });\n }\n }\n };\n }\n\n return hoistStatics(Connect, WrappedComponent);\n };\n}","var hasOwn = Object.prototype.hasOwnProperty;\n\nfunction is(x, y) {\n if (x === y) {\n return x !== 0 || y !== 0 || 1 / x === 1 / y;\n } else {\n return x !== x && y !== y;\n }\n}\n\nexport default function shallowEqual(objA, objB) {\n if (is(objA, objB)) return true;\n\n if (typeof objA !== 'object' || objA === null || typeof objB !== 'object' || objB === null) {\n return false;\n }\n\n var keysA = Object.keys(objA);\n var keysB = Object.keys(objB);\n if (keysA.length !== keysB.length) return false;\n\n for (var i = 0; i < keysA.length; i++) {\n if (!hasOwn.call(objB, keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n return false;\n }\n }\n\n return true;\n}","import verifyPlainObject from '../utils/verifyPlainObject';\nexport function wrapMapToPropsConstant(getConstant) {\n return function initConstantSelector(dispatch, options) {\n var constant = getConstant(dispatch, options);\n\n function constantSelector() {\n return constant;\n }\n\n constantSelector.dependsOnOwnProps = false;\n return constantSelector;\n };\n} // dependsOnOwnProps is used by createMapToPropsProxy to determine whether to pass props as args\n// to the mapToProps function being wrapped.
It is also used by makePurePropsSelector to determine\n// whether mapToProps needs to be invoked when props have changed.\n// \n// A length of one signals that mapToProps does not depend on props from the parent component.\n// A length of zero is assumed to mean mapToProps is getting args via arguments or ...args and\n// therefore not reporting its length accurately..\n\nexport function getDependsOnOwnProps(mapToProps) {\n return mapToProps.dependsOnOwnProps !== null && mapToProps.dependsOnOwnProps !== undefined ? Boolean(mapToProps.dependsOnOwnProps) : mapToProps.length !== 1;\n} // Used by whenMapStateToPropsIsFunction and whenMapDispatchToPropsIsFunction,\n// this function wraps mapToProps in a proxy function which does several things:\n// \n// * Detects whether the mapToProps function being called depends on props, which\n// is used by selectorFactory to decide if it should reinvoke on props changes.\n// \n// * On first call, handles mapToProps if returns another function,
and treats that\n// new function as the true mapToProps for subsequent calls.\n// \n// * On first call, verifies the first result is a plain object, in order to warn\n// the developer that their mapToProps function is not returning a

valid result.\n// \n\nexport function wrapMapToPropsFunc(mapToProps, methodName) {\n return function initProxySelector(dispatch, _ref) {\n var displayName = _ref.displayName;\n\n var proxy = function mapToPropsProxy(stateOrDispatch, ownProps) {\n return proxy.dependsOnOwnProps ? proxy.mapToProps(stateOrDispatch, ownProps) : proxy.mapToProps(stateOrDispatch);\n }; // allow detectFactoryAndVerify to get ownProps\n\n\n proxy.dependsOnOwnProps = true;\n\n proxy.mapToProps = function detectFactoryAndVerify(stateOrDispatch, ownProps) {\n proxy.mapToProps = mapToProps;\n proxy.dependsOnOwnProps = getDependsOnOwnProps(mapToProps);\n var props = proxy(stateOrDispatch, ownProps);\n\n if (typeof props === 'function')
 {\n proxy.mapToProps = props;\n proxy.dependsOnOwnProps = getDependsOnOwnProps(props);\n props = proxy(stateOrDispatch, ownProps);\n }\n\n if (process.env.NODE_ENV !== 'production') verifyPlainObject(props, displayName, methodName);\n return props;\n };\n\n return proxy;\n };\n}","import { bindActionCreators } from 'redux';\nimport { wrapMapToPropsConstant, wrapMapToPropsFunc } from './wrapMapToProps';\nexport function whenMapDispatchToPropsIsFunction(mapDispatchToProps) {\n return typeof mapDispatchToProps === 'function' ? wrapMapToPropsFunc(mapDispatchToProps, 'mapDispatchToProps') : undefined;\n}\nexport function whenMapDispatchToPropsIsMissing(mapDispatchToProps) {\n return !mapDispatchToProps ? wrapMapToPropsConstant(function (dispatch) {\n return {\n dispatch: dispatch\n };\n }) : undefined;\n}\nexport function whenMapDispatchToPropsIsObject(mapDispatchToProps) {\n return mapDispatchToProps && typeof mapDispatchToProps
 === 'object' ? wrapMapToPropsConstant(function (dispatch) {\n return bindActionCreators(mapDispatchToProps, dispatch);\n }) : undefined;\n}\nexport default [whenMapDispatchToPropsIsFunction, whenMapDispatchToPropsIsMissing, whenMapDispatchToPropsIsObject];","import { wrapMapToPropsConstant, wrapMapToPropsFunc } from './wrapMapToProps';\nexport function whenMapStateToPropsIsFunction(mapStateToProps) {\n return typeof mapStateToProps === 'function' ? wrapMapToPropsFunc(mapStateToProps, 'mapStateToProps') : undefined;\n}\nexport function whenMapStateToPropsIsMissing(mapStateToProps) {\n return !mapStateToProps ? wrapMapToPropsConstant(function () {\n return {};\n }) : undefined;\n}\nexport default [whenMapStateToPropsIsFunction, whenMapStateToPropsIsMissing];","import _extends from \"@babel/runtime/helpers/esm/extends\";\nimport verifyPlainObject from '../utils/verifyPlainObject';\nexport function defaultMergeProps(stateProps, dispatchProps, ownProps) {\n return _extends({},
 ownProps, stateProps, dispatchProps);\n}\nexport function wrapMergePropsFunc(mergeProps) {\n return function initMergePropsProxy(dispatch, _ref) {\n var displayName = _ref.displayName,\n pure = _ref.pure,\n areMergedPropsEqual = _ref.areMergedPropsEqual;\n var hasRunOnce = false;\n var mergedProps;\n return function mergePropsProxy(stateProps, dispatchProps, ownProps) {\n var nextMergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n\n if (hasRunOnce) {\n if (!pure || !areMergedPropsEqual(nextMergedProps, mergedProps)) mergedProps = nextMergedProps;\n } else {\n hasRunOnce = true;\n mergedProps = nextMergedProps;\n if (process.env.NODE_ENV !== 'production') verifyPlainObject(mergedProps, displayName, 'mergeProps');\n }\n\n return mergedProps;\n };\n };\n}\nexport function whenMergePropsIsFunction(mergeProps) {\n return typeof mergeProps === 'function' ? wrapMergePropsFunc(mergeProps) : undefined;\n}\nexport
 function whenMergePropsIsOmitted(mergeProps) {\n return !mergeProps ? function () {\n return defaultMergeProps;\n } : undefined;\n}\nexport default [whenMergePropsIsFunction, whenMergePropsIsOmitted];","import _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport verifySubselectors from './verifySubselectors';\nexport function impureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch) {\n return function impureFinalPropsSelector(state, ownProps) {\n return mergeProps(mapStateToProps(state, ownProps), mapDispatchToProps(dispatch, ownProps), ownProps);\n };\n}\nexport function pureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, _ref) {\n var areStatesEqual = _ref.areStatesEqual,\n areOwnPropsEqual = _ref.areOwnPropsEqual,\n

areStatePropsEqual = _ref.areStatePropsEqual;\n var hasRunAtLeastOnce = false;\n var state;\n var ownProps;\n var stateProps;\n var dispatchProps;\n var mergedProps;\n\n function handleFirstCall(firstState, firstOwnProps) {\n   state = firstState;\n   ownProps = firstOwnProps;\n   stateProps = mapStateToProps(state, ownProps);\n   dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   hasRunAtLeastOnce = true;\n   return mergedProps;\n }\n\n function handleNewPropsAndNewState() {\n   stateProps = mapStateToProps(state, ownProps);\n   if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleNewProps() {\n   if (mapStateToProps.dependsOnOwnProps) stateProps = mapStateToProps(state, ownProps);\n   if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleNewState() {\n   var nextStateProps = mapStateToProps(state, ownProps);\n   var statePropsChanged = !areStatePropsEqual(nextStateProps, stateProps);\n   stateProps = nextStateProps;\n   if (statePropsChanged) mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleSubsequentCalls(nextState, nextOwnProps) {\n   var propsChanged = !areOwnPropsEqual(nextOwnProps, ownProps);\n   var stateChanged = !areStatesEqual(nextState, state);\n   state = nextState;\n   ownProps = nextOwnProps;\n   if (propsChanged && stateChanged) return handleNewPropsAndNewState();\n   if (propsChanged) return handleNewProps();\n   if (stateChanged) return handleNewState();\n   return mergedProps;\n }\n\n return function pureFinalPropsSelector(nextState, nextOwnProps) {\n   return hasRunAtLeastOnce ? handleSubsequentCalls(nextState, nextOwnProps) : handleFirstCall(nextState, nextOwnProps);\n };\n} // TODO: Add more comments\n// If pure is true, the selector returned by selectorFactory will memoize its results,\n// allowing connectAdvanced's shouldComponentUpdate to return false if final\n// props have not changed. If false, the selector will always return a new\n// object and shouldComponentUpdate will always return true.\n\nexport default function finalPropsSelectorFactory(dispatch, _ref2) {\n var initMapStateToProps = _ref2.initMapStateToProps,\n   initMapDispatchToProps = _ref2.initMapDispatchToProps,\n   initMergeProps = _ref2.initMergeProps,\n   options = _objectWithoutPropertiesLoose(_ref2, [\"initMapStateToProps\", \"initMapDispatchToProps\", \"initMergeProps\"]);\n\n var mapStateToProps = initMapStateToProps(dispatch, options);\n var mapDispatchToProps = initMapDispatchToProps(dispatch, options);\n var mergeProps = initMergeProps(dispatch, options);\n\n if (process.env.NODE_ENV !== 'production') {\n   verifySubselectors(mapStateToProps, mapDispatchToProps, mergeProps, options.displayName);\n }\n\n var selectorFactory = options.pure ? pureFinalPropsSelectorFactory : impureFinalPropsSelectorFactory;\n return selectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, options);\n}","import _extends from \"@babel/runtime/helpers/esm/extends\";\nimport _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport connectAdvanced from '../components/connectAdvanced';\nimport shallowEqual from '../utils/shallowEqual';\nimport defaultMapDispatchToPropsFactories from './mapDispatchToProps';\nimport defaultMapStateToPropsFactories from './mapStateToProps';\nimport defaultMergePropsFactories from './mergeProps';\nimport defaultSelectorFactory from './selectorFactory';\n\n/*\n connect is a facade over connectAdvanced. It turns its args into a compatible\n selectorFactory, which has the signature:\n\n   (dispatch, options) => (nextState, nextOwnProps) => nextFinalProps\n \n\n connect passes its args to connectAdvanced as options, which will in turn pass them to\n selectorFactory each time a Connect component instance is instantiated or hot reloaded.\n\n selectorFactory returns a final props selector from its mapStateToProps,\n mapStateToPropsFactories, mapDispatchToProps, mapDispatchToPropsFactories, mergeProps,\n mergePropsFactories, and pure args.\n\n The resulting final props selector is called by the Connect component instance whenever\n it receives new props or store state.\n */\n\nfunction match(arg, factories, name) {\n for (var i = factories.length - 1; i >= 0; i--) {\n   var result = factories[i](arg);\n   if (result) return result;\n }\n\n return function (dispatch, options) {\n   throw new Error(\"Invalid value of type \" + typeof arg + \" for \" + name +

\" argument when connecting component \" + options.wrappedComponentName + \".\");\n };\n}\n\nfunction strictEqual(a, b) {\n return a === b;\n} // createConnect with default args builds
 the 'official' connect behavior. Calling it with\n// different options opens up some testing and extensibility scenarios\n\n\nexport function createConnect(_temp) {\n var _ref = _temp === void 0 ? {} : _temp,\n _ref$connectHOC = _ref.connectHOC,\n connectHOC = _ref$connectHOC === void 0 ? connectAdvanced : _ref$connectHOC,\n _ref$mapStateToPropsF = _ref.mapStateToPropsFactories,\n mapStateToPropsFactories = _ref$mapStateToPropsF === void 0 ? defaultMapStateToPropsFactories : _ref$mapStateToPropsF,\n _ref$mapDispatchToPro = _ref.mapDispatchToPropsFactories,\n mapDispatchToPropsFactories = _ref$mapDispatchToPro === void 0 ? defaultMapDispatchToPropsFactories : _ref$mapDispatchToPro,\n _ref$mergePropsFactor = _ref.mergePropsFactories,\n mergePropsFactories = _ref$mergePropsFactor === void 0 ? defaultMergePropsFactories : _ref$mergePropsFactor,\n _ref$selectorFactory = _ref.selectorFactory,\n selectorFactory = _ref$selectorFactory ===
 void 0 ? defaultSelectorFactory : _ref$selectorFactory;\n\n return function connect(mapStateToProps, mapDispatchToProps, mergeProps, _ref2) {\n   if (_ref2 === void 0) {\n   _ref2 = {};\n   }\n\n   var _ref3 = _ref2,\n   _ref3$pure = _ref3.pure,\n   pure = _ref3$pure === void 0 ? true : _ref3$pure,\n   _ref3$areStatesEqual = _ref3.areStatesEqual,\n   areStatesEqual = _ref3$areStatesEqual === void 0 ? strictEqual : _ref3$areStatesEqual,\n   _ref3$areOwnPropsEqua = _ref3.areOwnPropsEqual,\n   areOwnPropsEqual = _ref3$areOwnPropsEqua === void 0 ? shallowEqual : _ref3$areOwnPropsEqua,\n   _ref3$areStatePropsEq = _ref3.areStatePropsEqual,\n   areStatePropsEqual = _ref3$areStatePropsEq === void 0 ? shallowEqual : _ref3$areStatePropsEq,\n   _ref3$areMergedPropsE = _ref3.areMergedPropsEqual,\n   areMergedPropsEqual = _ref3$areMergedPropsE === void 0 ? shallowEqual : _ref3$areMergedPropsE,\n   extraOptions = _objectWithoutPropertiesLoose(_ref3,
 [\"pure\", \"areStatesEqual\", \"areOwnPropsEqual\", \"areStatePropsEqual\", \"areMergedPropsEqual\"]);\n\n   var initMapStateToProps = match(mapStateToProps, mapStateToPropsFactories, 'mapStateToProps');\n   var initMapDispatchToProps = match(mapDispatchToProps, mapDispatchToPropsFactories, 'mapDispatchToProps');\n   var initMergeProps = match(mergeProps, mergePropsFactories, 'mergeProps');\n   return connectHOC(selectorFactory, _extends({\n   // used in error messages\n   methodName: 'connect',\n   // used to compute Connect's displayName from the wrapped component's displayName.\n   getDisplayName: function getDisplayName(name) {\n   return \"Connect(\" + name + \")\";\n   },\n   // if mapStateToProps is falsy, the Connect component doesn't subscribe to store state changes\n   shouldHandleStateChanges: Boolean(mapStateToProps),\n   // passed through to selectorFactory\n   initMapStateToProps: initMapStateToProps,\n   initMapDispatchToProps:
 initMapDispatchToProps,\n   initMergeProps: initMergeProps,\n   pure: pure,\n   areStatesEqual: areStatesEqual,\n   areOwnPropsEqual: areOwnPropsEqual,\n   areStatePropsEqual: areStatePropsEqual,\n   areMergedPropsEqual: areMergedPropsEqual\n   }, extraOptions));\n };\n}\nexport default createConnect();","import Provider, { createProvider } from './components/Provider';\nimport connectAdvanced from './components/connectAdvanced';\nimport connect from './connect/connect';\nexport { Provider, createProvider, connectAdvanced, connect };","import root from './_root.js';\n/** Built-in value references. */\nvar Symbol = root.Symbol;\nexport default Symbol;","var store = require('./_shared')('wks');\n\nvar uid = require('./_uid');\n\nvar Symbol = require('./_global').Symbol;\n\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =
 USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol
 : uid)('Symbol.' + name));\n};\n\n$exports.store = store;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3
 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _events = require('../utils/events');\n\nvar _events2 =
_interopRequireDefault(_events);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 =
_interopRequireDefault(_keycode);\n\nvar _FocusRipple = require('./FocusRipple');\n\nvar _FocusRipple2 =
_interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple = require('./TouchRipple');\n\nvar _TouchRipple2 =
_interopRequireDefault(_TouchRipple);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar styleInjected
 = false;\nvar listening = false;\nvar tabPressed = false;\n\nfunction injectStyle() {\n  if (!styleInjected) {\n    //
Remove inner padding and border in Firefox 4+.\n    var style = document.createElement('style');\n
style.innerHTML = '\\n      button::-moz-focus-inner,\\n      input::-moz-focus-inner {\\n        border: 0;\\n
padding: 0;\\n      }\\n    ';\n    document.body.appendChild(style);\n    styleInjected = true;\n  }\n}\n\nfunction
listenForTabPresses() {\n  if (!listening) {\n    _events2.default.on(window, 'keydown', function (event) {\n
tabPressed = (0, _keycode2.default)(event) === 'tab';\n    });\n\n    listening = true;\n  }\n}\n\nvar EnhancedButton =
function (_Component) {\n  (0, _inherits3.default)(EnhancedButton, _Component);\n\n  function EnhancedButton()
{\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, EnhancedButton);\n\n    for (var
_len = arguments.length, args = Array(_len), _key = 0; _key < _len;
 _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = EnhancedButton.__proto__ || (0,
_getPrototypeOf2.default)(EnhancedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
isKeyboardFocused: false\n    }, _this.handleKeyDown = function (event) {\n      if (!_this.props.disabled &&
!_this.props.disableKeyboardFocus) {\n        if ((0, _keycode2.default)(event) === 'esc' &&
_this.state.isKeyboardFocused) {\n          _this.removeKeyboardFocus(event);\n        }\n      }\n\n
_this.props.onKeyDown(event);\n    }, _this.handleKeyUp = function (event) {\n      _this.props.onKeyUp(event);\n
 }, _this.handleBlur = function (event) {\n      _this.cancelFocusTimeout();\n\n
_this.removeKeyboardFocus(event);\n\n      _this.props.onBlur(event);\n    }, _this.handleFocus = function (event)
{\n      if (event) event.persist();\n\n      if (!_this.props.disabled && !_this.props.disableKeyboardFocus)
 {\n        // setTimeout is needed because the focus event fires first\n        // Wait so that we can capture if this was a
keyboard focus\n        // or touch focus\n        _this.focusTimeout = setTimeout(function () {\n          if (tabPressed)
{\n            _this.setKeyboardFocus(event);\n\n            tabPressed = false;\n          }\n        }, 150);\n\n
_this.props.onFocus(event);\n      }\n    }, _this.handleClick = function (event) {\n
_this.cancelFocusTimeout();\n\n      if (!_this.props.disabled) {\n        tabPressed = false;\n\n
_this.removeKeyboardFocus(event);\n\n        _this.props.onClick(event);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(EnhancedButton, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n          disabled
= _props.disabled,\n          disableKeyboardFocus = _props.disableKeyboardFocus,\n
          keyboardFocused = _props.keyboardFocused;\n\n      if (!disabled && keyboardFocused &&
!disableKeyboardFocus) {\n        this.setState({\n          isKeyboardFocused: true\n        });\n      }\n    }\n  }, {\n
key: 'componentDidMount',\n    value: function componentDidMount() {\n      injectStyle();\n
listenForTabPresses();\n\n      if (this.state.isKeyboardFocused) {\n        this.button.focus();\n
this.props.onKeyboardFocus(null, true);\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value:
```

```
function componentWillReceiveProps(nextProps) {\n      if ((nextProps.disabled || nextProps.disableKeyboardFocus)
&& this.state.isKeyboardFocused) {\n        this.setState({\n          isKeyboardFocused: false\n        });\n\n        if
(nextProps.onKeyboardFocus) {\n          nextProps.onKeyboardFocus(null, false);\n        }\n      }\n    }\n  }, {\n
key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n
    if (this.focusTimeout) {\n        clearTimeout(this.focusTimeout);\n      }\n    }\n  }, {\n    key:
'isKeyboardFocused',\n    value: function isKeyboardFocused() {\n      return this.state.isKeyboardFocused;\n    }\n
}, {\n    key: 'removeKeyboardFocus',\n    value: function removeKeyboardFocus(event) {\n      if
(this.state.isKeyboardFocused) {\n        this.setState({\n          isKeyboardFocused: false\n        });\n
this.props.onKeyboardFocus(event, false);\n      }\n    }\n  }, {\n    key: 'setKeyboardFocus',\n    value: function
setKeyboardFocus(event) {\n      if (!this.state.isKeyboardFocused) {\n        this.setState({\n
isKeyboardFocused: true\n        });\n        this.props.onKeyboardFocus(event, true);\n      }\n    }\n  }, {\n    key:
'cancelFocusTimeout',\n    value: function cancelFocusTimeout() {\n      if (this.focusTimeout) {\n
clearTimeout(this.focusTimeout);\n        this.focusTimeout = null;\n      }\n    }\n  }, {\n    key:
'createButtonChildren',\n
   value: function createButtonChildren() {\n      var _props2 = this.props,\n          centerRipple =
_props2.centerRipple,\n          children = _props2.children,\n          disabled = _props2.disabled,\n
disableFocusRipple = _props2.disableFocusRipple,\n          disableKeyboardFocus =
_props2.disableKeyboardFocus,\n          disableTouchRipple = _props2.disableTouchRipple,\n
focusRippleColor = _props2.focusRippleColor,\n          focusRippleOpacity = _props2.focusRippleOpacity,\n
touchRippleColor = _props2.touchRippleColor,\n          touchRippleOpacity = _props2.touchRippleOpacity;\n
var isKeyboardFocused = this.state.isKeyboardFocused; // Focus Ripple\n\n      var focusRipple =
isKeyboardFocused && !disabled && !disableFocusRipple && !disableKeyboardFocus ?
_react2.default.createElement(_FocusRipple2.default, {\n        color: focusRippleColor,\n        opacity:
focusRippleOpacity,\n        show: isKeyboardFocused,\n        style:
 {\n          overflow: 'hidden'\n        },\n        key: 'focusRipple'\n      }) : undefined; // Touch Ripple\n\n      var
touchRipple = !disabled && !disableTouchRipple ? _react2.default.createElement(_TouchRipple2.default, {\n
centerRipple: centerRipple,\n        color: touchRippleColor,\n        opacity: touchRippleOpacity,\n        key:
'touchRipple'\n      }, children) : undefined;\n      return [focusRipple, touchRipple, touchRipple ? undefined :
children];\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props3 =
this.props,\n          centerRipple = _props3.centerRipple,\n          children = _props3.children,\n
containerElement = _props3.containerElement,\n          disabled = _props3.disabled,\n          disableFocusRipple =
_props3.disableFocusRipple,\n          disableKeyboardFocus = _props3.disableKeyboardFocus,\n
disableTouchRipple = _props3.disableTouchRipple,\n          focusRippleColor
 = _props3.focusRippleColor,\n          focusRippleOpacity = _props3.focusRippleOpacity,\n          href =
_props3.href,\n          keyboardFocused = _props3.keyboardFocused,\n          touchRippleColor =
_props3.touchRippleColor,\n          touchRippleOpacity = _props3.touchRippleOpacity,\n          onBlur =
_props3.onBlur,\n          onClick = _props3.onClick,\n          onFocus = _props3.onFocus,\n          onKeyUp =
_props3.onKeyUp,\n          onKeyDown = _props3.onKeyDown,\n          onKeyboardFocus =
_props3.onKeyboardFocus,\n          style = _props3.style,\n          tabIndex = _props3.tabIndex,\n          type =
_props3.type,\n          other = (0, _objectWithoutProperties3.default)(_props3, ['centerRipple', 'children',
'containerElement', 'disabled', 'disableFocusRipple', 'disableKeyboardFocus', 'disableTouchRipple',
'focusRippleColor', 'focusRippleOpacity', 'href', 'keyboardFocused', 'touchRippleColor', 'touchRippleOpacity',
'onBlur', 'onClick', 'onFocus', 'onKeyUp', 'onKeyDown',
 'onKeyboardFocus', 'style', 'tabIndex', 'type']);\n      var _context$muiTheme = this.context.muiTheme,\n
prepareStyles = _context$muiTheme.prepareStyles,\n          enhancedButton =
_context$muiTheme.enhancedButton;\n      var mergedStyles = (0, _simpleAssign2.default)({\n        border: 10,\n
 boxSizing: 'border-box',\n        display: 'inline-block',\n        fontFamily:
this.context.muiTheme.baseTheme.fontFamily,\n        WebkitTapHighlightColor:
```

enhancedButton.tapHighlightColor,\n // Remove mobile color flashing (deprecated)\n cursor: disabled ? 'default' : 'pointer',\n textDecoration: 'none',\n margin: 0,\n padding: 0,\n outline: 'none',\n fontSize: 'inherit',\n fontWeight: 'inherit',\n position: 'relative',\n // This is needed so that ripples do not bleed past border radius.\n verticalAlign: href ? 'middle' : null\n }, style); // Passing both background:none & backgroundColor can
break due to object iteration order\n\n if (!mergedStyles.backgroundColor && !mergedStyles.background) {\n mergedStyles.background = 'none';\n }\n\n if (disabled && href) {\n return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n style: mergedStyles\n }), children);\n }\n\n var buttonProps = (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedStyles),\n ref: function ref(node) {\n return _this2.button = node;\n },\n disabled: disabled,\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onKeyUp: this.handleKeyUp,\n onKeyDown: this.handleKeyDown,\n onClick: this.handleClick,\n tabIndex: disabled || disableKeyboardFocus ? -1 : tabIndex\n });\n if (href) buttonProps.href = href;\n var buttonChildren = this.createButtonChildren();\n\n if (_react2.default.isValidElement(containerElement)) {\n return _react2.default.cloneElement(containerElement, buttonProps, buttonChildren);\n }\n\n if (!href && containerElement === 'button') {\n buttonProps.type = type;\n }\n\n return _react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren);\n }\n }]);\n return EnhancedButton;\n}(_react.Component);\n\nEnhancedButton.defaultProps = {\n containerElement: 'button',\n onBlur: function onBlur() {},\n onClick: function onClick() {},\n onFocus: function onFocus() {},\n onKeyDown: function onKeyDown() {},\n onKeyUp: function onKeyUp() {},\n onKeyboardFocus: function onKeyboardFocus() {},\n tabIndex: 0,\n type: 'button'\n};\nEnhancedButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nEnhancedButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n centerRipple: _propTypes2.default.bool,\n children: _propTypes2.default.node,\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string,
_propTypes2.default.element]),\n disableFocusRipple: _propTypes2.default.bool,\n disableKeyboardFocus: _propTypes2.default.bool,\n disableTouchRipple: _propTypes2.default.bool,\n disabled: _propTypes2.default.bool,\n focusRippleColor: _propTypes2.default.string,\n focusRippleOpacity: _propTypes2.default.number,\n href: _propTypes2.default.string,\n keyboardFocused: _propTypes2.default.bool,\n onBlur: _propTypes2.default.func,\n onClick: _propTypes2.default.func,\n onFocus: _propTypes2.default.func,\n onKeyDown: _propTypes2.default.func,\n onKeyUp: _propTypes2.default.func,\n onKeyboardFocus: _propTypes2.default.func,\n style: _propTypes2.default.object,\n tabIndex: _propTypes2.default.number,\n touchRippleColor: _propTypes2.default.string,\n touchRippleOpacity: _propTypes2.default.number,\n type: _propTypes2.default.string\n} : {};\nexports.default = EnhancedButton;","import isSymbol from './isSymbol.js';\n\n/** Used as references for various `Number`
constants. */\n\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\n\nfunction toKey(value) {\n if (typeof value == 'string' || isSymbol(value)) {\n return value;\n }\n\n var result = value + '';\n return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default toKey;","/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n
*\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\nfunction eq(value, other) {\n return value === other || value !== value && other !== other;\n}\n\nexport default eq;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _Toggle = require('./Toggle');\n\nObject.defineProperty(exports, 'Toggle', {\n enumerable: true,\n get: function get() {\n return _interopRequireDefault(_Toggle).default;\n }\n});\n\nvar

_Slider = require('./Slider');\n\nObject.defineProperty(exports, 'Slider', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_Slider).default;\n }\n});\n\nvar _Checkbox = require('./Checkbox');\n\nObject.defineProperty(exports, 'Checkbox', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_Checkbox).default;\n }\n});\n\nvar _TextField = require('./TextField');\n\nObject.defineProperty(exports, 'TextField', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_TextField).default;\n }\n});\n\nvar _TimePicker = require('./TimePicker');\n\nObject.defineProperty(exports, 'TimePicker', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_TimePicker).default;\n }\n});\n\nvar _DatePicker = require('./DatePicker');\n\nObject.defineProperty(exports, 'DatePicker', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_DatePicker).default;\n }\n});\n\nvar _SelectField = require('./SelectField');\n\nObject.defineProperty(exports, 'SelectField', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_SelectField).default;\n }\n});\n\nvar _AutoComplete = require('./AutoComplete');\n\nObject.defineProperty(exports, 'AutoComplete', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_AutoComplete).default;\n }\n});\n\nvar _RadioButtonGroup = require('./RadioButtonGroup');\n\nObject.defineProperty(exports, 'RadioButtonGroup', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_RadioButtonGroup).default;\n }\n});\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}","'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nfunction _interopDefault(ex) {\n return ex && typeof ex === 'object' && 'default' in ex ? ex['default'] : ex;\n}\n\nvar _classCallCheck = _interopDefault(require('@babel/runtime/helpers/classCallCheck'));\n\nvar _createClass = _interopDefault(require('@babel/runtime/helpers/createClass'));\n\nvar _possibleConstructorReturn = _interopDefault(require('@babel/runtime/helpers/possibleConstructorReturn'));\n\nvar _getPrototypeOf = _interopDefault(require('@babel/runtime/helpers/getPrototypeOf'));\n\nvar _inherits = _interopDefault(require('@babel/runtime/helpers/inherits'));\n\nvar _typeof = _interopDefault(require('@babel/runtime/helpers/typeof'));\n\nvar _objectWithoutProperties = _interopDefault(require('@babel/runtime/helpers/objectWithoutProperties'));\n\nvar _extends = _interopDefault(require('@babel/runtime/helpers/extends'));\n\nvar React = _interopDefault(require('react'));\n\nvar PropTypes = _interopDefault(require('prop-types'));\n\nvar warning = _interopDefault(require('warning'));\n\nfunction defineProperty(object, property, attr) {\n return Object.defineProperty(object, property, attr);\n} // Passive options\n// Inspired by https://github.com/Modernizr/Modernizr/blob/master/feature-detects/dom/passiveeventlisteners.js\n\n\nvar passiveOption = function () {\n var cache = null;\n return function () {\n   if (cache !== null) {\n   return cache;\n   }\n\n   var supportsPassiveOption = false;\n\n   try {\n   window.addEventListener('test', null, defineProperty({}, 'passive', {\n   get: function get()\n   {\n   supportsPassiveOption = true;\n   }\n   }));\n   } catch (err) {//\n   }\n\n   cache = supportsPassiveOption;\n   return supportsPassiveOption;\n }();\n}();\n\nvar defaultEventOptions = {\n capture: false,\n passive: false\n};\n\nfunction mergeDefaultEventOptions(options) {\n return _extends({}, defaultEventOptions, options);\n}\n\nfunction getEventListenerArgs(eventName, callback, options) {\n var args = [eventName, callback];\n args.push(passiveOption ? options : options.capture);\n return args;\n}\n\nfunction on(target, eventName, callback, options) {\n // eslint-disable-next-line prefer-spread\n target.addEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction off(target, eventName, callback, options) {\n // eslint-disable-next-line prefer-spread\n target.removeEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction forEachListener(props, iteratee) {\n var children = props.children,\n   target = props.target,\n   eventProps = _objectWithoutProperties(props, [\"children\", \"target\"]);\n\n Object.keys(eventProps).forEach(function (name) {\n   if (name.substring(0, 2) !== 'on') {\n   return;\n   }\n\n   var prop = eventProps[name];\n\n   var type = _typeof(prop);\n\n   var isObject = type ===

'object';\n var isFunction = type === 'function';\n\n if (!isObject && !isFunction) {\n   return;\n }\n\n var capture = name.substr(-7).toLowerCase() === 'capture';\n var eventName = name.substring(2).toLowerCase();\n eventName = capture ? eventName.substring(0, eventName.length - 7) : eventName;\n\n if (isObject) {\n iteratee(eventName, prop.handler, prop.options);\n } else {\n   iteratee(eventName, prop, mergeDefaultEventOptions({\n   capture: capture\n   }));\n }\n });\n}\n\nfunction withOptions(handler, options) {\n process.env.NODE_ENV !== \"production\" ? warning(options, 'react-event-listener: should be specified options in withOptions.') : void 0;\n return {\n   handler: handler,\n   options: mergeDefaultEventOptions(options)\n };\n}\n\nvar EventListener = /*#__PURE__*/function (_React$PureComponent) {\n _inherits(EventListener, _React$PureComponent);\n\n function EventListener() {\n _classCallCheck(this, EventListener);\n\n   return _possibleConstructorReturn(this, _getPrototypeOf(EventListener).apply(this, arguments));\n }\n\n _createClass(EventListener, [{\n   key: \"componentDidMount\",\n   value: function componentDidMount() {\n   this.applyListeners(on);\n   }\n }, {\n key: \"componentDidUpdate\",\n   value: function componentDidUpdate(prevProps) {\n   this.applyListeners(off, prevProps);\n   this.applyListeners(on);\n   }\n }, {\n   key: \"componentWillUnmount\",\n   value: function componentWillUnmount() {\n   this.applyListeners(off);\n   }\n }, {\n   key: \"applyListeners\",\n   value: function applyListeners(onOrOff)
 {\n   var props = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : this.props;\n   var target = props.target;\n\n   if (target) {\n   var element = target;\n\n   if (typeof target === 'string') {\n element = window[target];\n   }\n\n   forEachListener(props, onOrOff.bind(null, element));\n   }\n   }\n }, {\n   key: \"render\",\n   value: function render() {\n   return this.props.children || null;\n   }\n }]);\n\n return EventListener;\n}(React.PureComponent);\n\nEventListener.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * You can provide a single child too.\n   */\n children: PropTypes.node,\n\n /**\n   * The DOM target to listen to.\n   */\n target: PropTypes.oneOfType([PropTypes.object, PropTypes.string]).isRequired\n} : {};\nexports.withOptions = withOptions;\nexports.default = EventListener;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\nexports.default = createComponent;\n\nvar _react
 = require('react');\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__
 = superClass;\n}\n\n/**\n * Creates a component class that renders the given Material UI component\n *\n * @param MaterialUIComponent The material ui component to render\n * @param mapProps A mapping of props provided by redux-form to the props the Material UI\n * component needs\n */\n\n\nfunction createComponent(MaterialUIComponent, mapProps) {\n var InputComponent = function (_Component) {\n _inherits(InputComponent, _Component);\n\n   function InputComponent() {\n   _classCallCheck(this,

InputComponent);\n\n return _possibleConstructorReturn(this, (InputComponent.__proto__ || Object.getPrototypeOf(InputComponent)).apply(this, arguments));\n }\n\n _createClass(InputComponent, [{\n key: 'getRenderedComponent',\n value: function getRenderedComponent() {\n return this.refs.component;\n }\n }, {\n key: 'render',\n value: function render() {\n return (0, _react.createElement)(MaterialUIComponent, _extends({}, mapProps(this.props), {\n ref: 'component'\n }));\n }\n }]);\n\n return InputComponent;\n }(_react.Component);\n\nInputComponent.displayName = 'ReduxFormMaterialUI' + MaterialUIComponent.name;\n return InputComponent;\n}","/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString = funcProto.toString;\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\n\nfunction toSource(func) {\n if (func != null) {\n try {\n return funcToString.call(func);\n } catch (e) {}\n\n try {\n return func + '';\n } catch (e) {}\n }\n\n return '';\n}\n\nexport default toSource;","var global = require('./_global');\n\nvar core = require('./_core');\n\nvar ctx = require('./_ctx');\n\nvar hide = require('./_hide');\n\nvar has = require('./_has');\n\nvar PROTOTYPE = 'prototype';\n\nvar $export = function $export(type, name, source) {\n var IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type & $export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var IS_WRAP = type & $export.W;\n var exports = IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE];\n var target = IS_GLOBAL ? global : IS_STATIC ? global[name] : (global[name] || {})[PROTOTYPE];\n var key, own, out;\n if (IS_GLOBAL) source = name;\n\n for (key in source) {\n // contains in native\n own = !IS_FORCED && target && target[key] !== undefined;\n if (own && has(exports, key)) continue; // export native or passed\n\n out = own ? target[key] : source[key]; // prevent global pollution for namespaces\n\n exports[key] = IS_GLOBAL && typeof target[key] != 'function' ? source[key] // bind timers to global for call from export context\n : IS_BIND && own ? ctx(out, global) // wrap global constructors for prevent change them in library\n : IS_WRAP && target[key] == out ? function (C) {\n var F = function F(a, b, c) {\n if (this instanceof C) {\n switch (arguments.length) {\n case 0:\n return new C();\n\n case 1:\n return new C(a);\n\n case 2:\n return new C(a, b);\n }\n\n return new C(a, b, c);\n }\n\n return C.apply(this, arguments);\n };\n\n F[PROTOTYPE] = C[PROTOTYPE];\n return F; // make static versions for prototype methods\n }(out) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out; // export proto methods to core.%CONSTRUCTOR%.methods.%NAME%\n\n if (IS_PROTO) {\n (exports.virtual || (exports.virtual = {}))[key] = out; // export proto methods to core.%CONSTRUCTOR%.prototype.%NAME%\n\n if (type & $export.R && expProto && !expProto[key]) hide(expProto, key, out);\n }\n }\n}; // type bitmap\n\n\n$export.F = 1; // forced\n\n$export.G = 2; // global\n\n$export.S = 4; // static\n\n$export.P = 8; // proto\n\n$export.B = 16; // bind\n\n$export.W = 32; // wrap\n\n$export.U = 64; // safe\n\n$export.R = 128; // real proto method for `library`\n\nmodule.exports = $export;","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof window != 'undefined' && window.Math == Math ? window : typeof self != 'undefined' && self.Math == Math ? self // eslint-disable-next-line no-new-func\n: Function('return this')();\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef","var anObject = require('./_an-object');\n\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar dP = Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n anObject(O);\n P = toPrimitive(P, true);\n anObject(Attributes);\n if (IE8_DOM_DEFINE) try {\n return dP(O, P, Attributes);\n } catch (e) {\n /* empty */\n }\n if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n if ('value' in Attributes) O[P] = Attributes.value;\n return O;\n};","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', {\n get: function get() {\n return 7;\n }\n }).a != 7;\n});","'use strict';\n\nObject.defineProperty(exports,

\"__esModule\", {\n value: true\n});\nexports.convertColorToString =
convertColorToString;\nexports.convertHexToRGB = convertHexToRGB;\nexports.decomposeColor =
decomposeColor;\nexports.getContrastRatio = getContrastRatio;\nexports.getLuminance =
getLuminance;\nexports.emphasize = emphasize;\nexports.fade = fade;\nexports.darken = darken;\nexports.lighten
= lighten;\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction
 _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\n/**\n * Returns
a number whose value is limited to the given range.\n *\n * @param {number} value The value to be clamped\n *
@param {number} min The lower boundary of the output range\n * @param {number} max The upper boundary of
the output range\n * @returns {number} A number in the range [min, max]\n */\n\n\nfunction clamp(value, min,
max) {\n if (value < min) {\n   return min;\n }\n\n if (value > max) {\n   return max;\n }\n\n return
value;\n}\n\n/**\n * Converts a color object with type and values to a string.\n *\n * @param {object} color -
Decomposed color\n * @param {string} color.type - One of, 'rgb', 'rgba', 'hsl', 'hsla'\n * @param {array}
color.values - [n,n,n] or [n,n,n,n]\n * @returns {string} A CSS color string\n */\n\n\nfunction
convertColorToString(color) {\n var type = color.type,\n   values = color.values;\n\n if (type.indexOf('rgb')
 > -1) {\n   // Only convert the first 3 values to int (i.e. not alpha)\n   for (var i = 0; i < 3; i++) {\n
values[i] = parseInt(values[i]);\n   }\n }\n\n var colorString = void 0;\n\n if (type.indexOf('hsl') > -1) {\n   colorString =
color.type + '(' + values[0] + ', ' + values[1] + '%, ' + values[2] + '%';\n } else {\n   colorString = color.type + '(' +
values[0] + ', ' + values[1] + ', ' + values[2];\n }\n\n if (values.length === 4) {\n   colorString += ', ' +
color.values[3] + ')';\n } else {\n   colorString += ')';\n }\n\n return colorString;\n}\n\n/**\n * Converts a color from
CSS hex format to CSS rgb format.\n *\n * @param {string} color - Hex color, i.e. #nnn or #nnnnnn\n * @returns
{string} A CSS rgb color string\n */\n\n\nfunction convertHexToRGB(color) {\n if (color.length === 4) {\n   var
extendedColor = '#';\n\n   for (var i = 1; i < color.length; i++) {\n   extendedColor += color.charAt(i) +
color.charAt(i);\n   }\n\n   color = extendedColor;\n
  }\n\n var values = {\n   r: parseInt(color.substr(1, 2), 16),\n   g: parseInt(color.substr(3, 2), 16),\n   b:
parseInt(color.substr(5, 2), 16)\n };\n return 'rgb(' + values.r + ', ' + values.g + ', ' + values.b + ')';\n}\n\n/**\n *
Returns an object with the type and values of a color.\n *\n * Note: Does not support rgb % values and color
names.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n *
@returns {{type: string, values: number[]}} A MUI color object\n */\n\n\nfunction decomposeColor(color) {\n if
(color.charAt(0) === '#') {\n   return decomposeColor(convertHexToRGB(color));\n }\n\n var marker =
color.indexOf('(');\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(marker !== -1, 'Material-
UI: The ' + color + ' color was not parsed correctly,\\n because it has an unsupported format (color name or RGB
%). This may cause issues in component rendering.') : void 0;\n var type = color.substring(0,
 marker);\n var values = color.substring(marker + 1, color.length - 1).split(',');\n values = values.map(function
(value) {\n   return parseFloat(value);\n });\n return {\n   type: type,\n   values: values\n };\n}\n\n/**\n *
Calculates the contrast ratio between two colors.\n *\n * Formula: http://www.w3.org/TR/2008/REC-WCAG20-
20081211/#contrast-ratiodef\n *\n * @param {string} foreground - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(),
rgba(), hsl(), hsla()\n * @param {string} background - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(),
hsla()\n * @returns {number} A contrast ratio value in the range 0 - 21 with 2 digit precision.\n */\n\n\nfunction
getContrastRatio(foreground, background) {\n var lumA = getLuminance(foreground);\n var lumB =
getLuminance(background);\n var contrastRatio = (Math.max(lumA, lumB) + 0.05) / (Math.min(lumA, lumB) +
0.05);\n return Number(contrastRatio.toFixed(2)); // Truncate at two digits\n}\n\n/**\n * The relative brightness of
 any point in a color space,\n * normalized to 0 for darkest black and 1 for lightest white.\n *\n * Formula:
https://www.w3.org/WAI/GL/wiki/Relative_luminance\n *\n * @param {string} color - CSS color, i.e. one of:
#nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @returns {number} The relative brightness of the color in the range 0
- 1\n */\n\n\nfunction getLuminance(color) {\n color = decomposeColor(color);\n\n if (color.type.indexOf('rgb') > -
1) {\n   var rgb = color.values.map(function (val) {\n   val /= 255; // normalized\n\n   return val <= 0.03928 ? val
/ 12.92 : Math.pow((val + 0.055) / 1.055, 2.4);\n   });\n   return Number((0.2126 * rgb[0] + 0.7152 * rgb[1] +
0.0722 * rgb[2]).toFixed(3)); // Truncate at 3 digits\n } else if (color.type.indexOf('hsl') > -1) {\n   return

color.values[2] / 100;\n }\n}\n/**\n * Darken or lighten a colour, depending on its luminance.\n * Light colors are darkened, dark colors are lightened.\n *\n * @param {string} color - CSS color,
 i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient=0.15 - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction emphasize(color) {\n var coefficient = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
 0.15;\n return getLuminance(color) > 0.5 ? darken(color, coefficient) : lighten(color, coefficient);\n}\n/**\n * Set the absolute transparency of a color.\n * Any existing alpha values are overwritten.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} value - value to set the alpha channel to in the range 0 -1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction fade(color, value) {\n color = decomposeColor(color);\n value = clamp(value, 0, 1);\n\n if (color.type === 'rgb' || color.type === 'hsl') {\n   color.type += 'a';\n }\n\n color.values[3]
 = value;\n return convertColorToString(color);\n}\n/**\n * Darkens a color.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction darken(color, coefficient) {\n color = decomposeColor(color);\n coefficient = clamp(coefficient, 0, 1);\n\n if (color.type.indexOf('hsl') > -1) {\n   color.values[2] *= 1 - coefficient;\n } else if (color.type.indexOf('rgb') > -1) {\n   for (var i = 0; i < 3; i++) {\n   color.values[i] *= 1 - coefficient;\n   }\n }\n\n return convertColorToString(color);\n}\n/**\n * Lightens a color.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction
 lighten(color, coefficient) {\n color = decomposeColor(color);\n coefficient = clamp(coefficient, 0, 1);\n\n if (color.type.indexOf('hsl') > -1) {\n   color.values[2] += (100 - color.values[2]) * coefficient;\n } else if (color.type.indexOf('rgb') > -1) {\n   for (var i = 0; i < 3; i++) {\n   color.values[i] += (255 - color.values[i]) * coefficient;\n   }\n }\n\n return convertColorToString(color);\n}","import arrayMap from './_arrayMap.js';\nimport copyArray from './_copyArray.js';\nimport isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\nimport stringToPath from './_stringToPath.js';\nimport toKey from './_toKey.js';\nimport toString from './toString.js';\n/**\n * Converts `value` to a property path array.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Util\n * @param {*} value The value to convert.\n * @returns {Array} Returns the new property path array.\n * @example\n *\n * _.toPath('a.b.c');\n * // => ['a', 'b', 'c']\n *\n * _.toPath('a[0].b.c');\n
 * // => ['a', '0', 'b', 'c']\n */\n\nfunction toPath(value) {\n if (isArray(value)) {\n   return arrayMap(value, toKey);\n }\n\n return isSymbol(value) ? [value] : copyArray(stringToPath(toString(value)));\n}\n\nexport default toPath;","import baseGetTag from './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n/**
 `Object#toString` result references. */\n\nvar symbolTag = '[object Symbol]';\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\n\nfunction isSymbol(value) {\n return typeof value == 'symbol' || isObjectLike(value) && baseGetTag(value) == symbolTag;\n}\n\nexport default isSymbol;","import isFunction from './isFunction.js';\nimport
 isLength from './isLength.js';\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to
 `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\n\nfunction
 isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\nexport default isArrayLike;","import defineProperty from './_defineProperty.js';\n/**\n * The base implementation of
 `assignValue` and `assignMergeValue` without\n * value checks.\n *\n * @private\n * @param

{Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction baseAssignValue(object, key, value) {\n if (key == '__proto__' && defineProperty) {\n   defineProperty(object, key, {\n   'configurable': true,\n   'enumerable': true,\n   'value': value,\n   'writable': true\n   });\n } else {\n   object[key] = value;\n }\n}\n\nexport default baseAssignValue;","/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n\nexport default listCacheClear;","import eq from './eq.js';\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\n\nfunction assocIndexOf(array, key) {\n var length = array.length;\n\n while (length--) {\n   if (eq(array[length][0], key)) {\n   return length;\n   }\n }\n\n return -1;\n}\n\nexport default assocIndexOf;","import assocIndexOf from './_assocIndexOf.js';\n/** Used for built-in method references. */\n\nvar arrayProto = Array.prototype;\n/** Built-in value references. */\n\nvar splice = arrayProto.splice;\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n\n var lastIndex = data.length - 1;\n\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n\n --this.size;\n return true;\n}\n\nexport default listCacheDelete;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n return index < 0 ? undefined : data[index][1];\n}\n\nexport default listCacheGet;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n\nexport default listCacheHas;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\n\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n\n return this;\n}\n\nexport default listCacheSet;","import listCacheClear from './_listCacheClear.js';\nimport listCacheDelete from './_listCacheDelete.js';\nimport listCacheGet from './_listCacheGet.js';\nimport listCacheHas from './_listCacheHas.js';\nimport listCacheSet from './_listCacheSet.js';\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction ListCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length)
  {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n} // Add methods to `ListCache`.\n\n\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\nexport default ListCache;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar Map = getNative(root, 'Map');\nexport default Map;","import ListCache from './_ListCache.js';\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\n\nfunction stackClear() {\n this.__data__ = new ListCache();\n this.size = 0;\n}\n\nexport default stackClear;","/**\n * Removes `key` and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n *

@returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction stackDelete(key) {\n var data = this.__data__,\n result = data['delete'](key);\n this.size = data.size;\n return result;\n}\n\nexport default stackDelete;","/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n\nexport default stackGet;","/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n\nexport default stackHas;","import ListCache from './_ListCache.js';\nimport Map from './_Map.js';\nimport MapCache from './_MapCache.js';\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\n\nfunction stackSet(key, value) {\n var data = this.__data__;\n\n if (data instanceof ListCache) {\n var pairs = data.__data__;\n\n if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {\n pairs.push([key, value]);\n this.size = ++data.size;\n return this;\n }\n\n data = this.__data__ = new MapCache(pairs);\n }\n\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n\nexport default stackSet;","import ListCache from './_ListCache.js';\nimport stackClear from './_stackClear.js';\nimport stackDelete from './_stackDelete.js';\nimport stackGet from './_stackGet.js';\nimport stackHas from './_stackHas.js';\nimport stackSet from './_stackSet.js';\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n} // Add methods to `Stack`.\n\n\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\nexport default Stack;","var formatName = function formatName(_ref, name) {\n var sectionPrefix = _ref._reduxForm.sectionPrefix;\n return sectionPrefix ? sectionPrefix + '.' + name : name;\n};\n\nexport default formatName;","var isObject = require('./_is-object');\n\nmodule.exports = function (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};","var hasOwnProperty = {}.hasOwnProperty;\n\nmodule.exports = function (it, key) {\n return hasOwnProperty.call(it,
key);\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _IconButton = require('./IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _IconButton2.default;","'use strict';\n\nexports.__esModule = true;\n\nvar _shallowEqual = require('fbjs/lib/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _shallowEqual2.default;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n set: function set(style, key, value) {\n style[key] = value;\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default
= undefined;\n\nvar _TextField = require('./TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _TextField2.default;","import root from './_root.js';\nimport stubFalse from './stubFalse.js';\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n

* Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\n\nvar isBuffer = nativeIsBuffer || stubFalse;\nexport default isBuffer;","import getNative from './_getNative.js';\n/* Built-in method references that are verified to be native. */\n\nvar nativeCreate = getNative(Object, 'create');\nexport default nativeCreate;","import nativeCreate from './_nativeCreate.js';\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\n\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size = 0;\n}\n\nexport default hashClear;","/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf
Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction hashDelete(key) {\n var result = this.has(key) && delete this.__data__[key];\n this.size -= result ? 1 : 0;\n return result;\n}\n\nexport default hashDelete;","import nativeCreate from './_nativeCreate.js';\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction hashGet(key) {\n var data = this.__data__;\n\n if (nativeCreate) {\n   var result = data[key];\n
    return result === HASH_UNDEFINED ? undefined : result;\n }\n\n return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\nexport default hashGet;","import nativeCreate from './_nativeCreate.js';\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Checks if a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction hashHas(key) {\n var data = this.__data__;\n return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);\n}\n\nexport default hashHas;","import nativeCreate from './_nativeCreate.js';\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/**\n * Sets the hash `key`
 to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\nfunction hashSet(key, value) {\n var data = this.__data__;\n this.size += this.has(key) ? 0 : 1;\n data[key] = nativeCreate && value === undefined ? HASH_UNDEFINED : value;\n return this;\n}\n\nexport default hashSet;","import hashClear from './_hashClear.js';\nimport hashDelete from './_hashDelete.js';\nimport hashGet from './_hashGet.js';\nimport hashHas from './_hashHas.js';\nimport hashSet from './_hashSet.js';\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n} // Add
 methods to `Hash`.\n\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\nexport default Hash;","import Hash from './_Hash.js';\nimport ListCache from './_ListCache.js';\nimport Map from './_Map.js';\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash(),\n   'map': new (Map || ListCache)(),\n   'string': new Hash()\n };\n}\n\nexport default mapCacheClear;","/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\nfunction isKeyable(value) {\n var type = typeof value;\n return type == 'string' || type == 'number' || type ==

'symbol' || type == 'boolean' ? value !== '__proto__'
: value === null;\n}\n\nexport default isKeyable;","import isKeyable from './_isKeyable.js';\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\n\nfunction getMapData(map, key) {\n var data = map.__data__;\n return isKeyable(key) ? data[typeof key == 'string' ? 'string' : 'hash'] : data.map;\n}\n\nexport default getMapData;","import getMapData from './_getMapData.js';\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n\nexport default mapCacheDelete;","import getMapData from './_getMapData.js';\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n\nexport default mapCacheGet;","import getMapData from './_getMapData.js';\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n\nexport default mapCacheHas;","import getMapData from './_getMapData.js';\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\n\nfunction mapCacheSet(key, value)
{\n var data = getMapData(this, key),\n size = data.size;\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n}\n\nexport default mapCacheSet;","import mapCacheClear from './_mapCacheClear.js';\nimport mapCacheDelete from './_mapCacheDelete.js';\nimport mapCacheGet from './_mapCacheGet.js';\nimport mapCacheHas from './_mapCacheHas.js';\nimport mapCacheSet from './_mapCacheSet.js';\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction MapCache(entries) {\n var index = -1,\n length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n var entry = entries[index];\n this.set(entry[0], entry[1]);\n }\n} // Add methods to `MapCache`.\n\n\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has
= mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\nexport default MapCache;","import baseGetTag from './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]';\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\n\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nexport default baseIsArguments;","import baseIsArguments from './_baseIsArguments.js';\nimport isObjectLike from './isObjectLike.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Built-in value references. */\n\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n/**\n * Checks if `value`
is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\n\nvar isArguments = baseIsArguments(function () {\n return arguments;\n}()) ? baseIsArguments : function (value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value, 'callee');\n};\nexport default isArguments;","var dP = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} :

function (object, key, value) {\n object[key] = value;\n return object;\n};","module.exports = function (it) {\n return typeof
 it === 'object' ? it !== null : typeof it === 'function';\n};","module.exports = function (exec) {\n try {\n   return !!exec();\n } catch (e) {\n   return true;\n }\n};","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\n\nvar defined = require('./_defined');\n\nmodule.exports = function (it) {\n return IObject(defined(it));\n};","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\n\nmodule.exports = function (it) {\n return Object(defined(it));\n};","module.exports = {};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
 _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar
 _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _RenderToLayer = require('../internal/RenderToLayer');\n\nvar _RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _lodash = require('lodash.throttle');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _PopoverAnimationDefault = require('./PopoverAnimationDefault');\n\nvar _PopoverAnimationDefault2 = _interopRequireDefault(_PopoverAnimationDefault);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar styles = {\n root: {\n   display: 'none'\n }\n};\n\nvar Popover = function (_Component) {\n (0, _inherits3.default)(Popover,
 _Component);\n\n function Popover(props, context) {\n   (0, _classCallCheck3.default)(this, Popover);\n\n   var _this = (0, _possibleConstructorReturn3.default)(this, (Popover.__proto__ || (0, _getPrototypeOf2.default)(Popover)).call(this, props, context));\n\n   _this.timeout = null;\n\n   _this.renderLayer = function () {\n   var _this$props = _this.props,\n   animated = _this$props.animated,\n   animation = _this$props.animation,\n   anchorEl = _this$props.anchorEl,\n   anchorOrigin = _this$props.anchorOrigin,\n   autoCloseWhenOffScreen = _this$props.autoCloseWhenOffScreen,\n   canAutoPosition = _this$props.canAutoPosition,\n   children = _this$props.children,\n   onRequestClose = _this$props.onRequestClose,\n   style = _this$props.style,\n   targetOrigin = _this$props.targetOrigin,\n   useLayerForClickAway = _this$props.useLayerForClickAway,\n   scrollableContainer = _this$props.scrollableContainer,\n   other = (0, _objectWithoutProperties3.default)(_this$props, ['animated', 'animation', 'anchorEl', 'anchorOrigin', 'autoCloseWhenOffScreen', 'canAutoPosition', 'children', 'onRequestClose', 'style', 'targetOrigin', 'useLayerForClickAway', 'scrollableContainer']);\n   var styleRoot = style;\n\n   if (!animated) {\n   styleRoot = {\n   position: 'fixed',\n   zIndex: _this.context.muiTheme.zIndex.popover\n   };\n\n   if (!_this.state.open) {\n   return null;\n   }\n\n   return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n   style: (0, _simpleAssign2.default)(styleRoot, style)\n   }, other), children);\n   }\n\n   var Animation = animation ||

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_PopoverAnimationDefault2.default;\n      return _react2.default.createElement(Animation, (0,
_extends3.default)({\n        targetOrigin: targetOrigin,\n        style: styleRoot\n      }, other, {\n        open:
 _this.state.open && !_this.state.closing\n      }), children);\n    };\n\n    _this.componentClickAway = function () {\n
    _this.requestClose('clickAway');\n    };\n\n    _this.setPlacement = function (scrolling) {\n      if (!_this.state.open)
{\n        return;\n      }\n\n      if (!_this.popoverRefs.layer.getLayer()) {\n        return;\n      }\n\n      var targetEl =
_this.popoverRefs.layer.getLayer().children[0];\n\n      if (!targetEl) {\n        return;\n      }\n\n      var _this$props2 =
_this.props,\n          targetOrigin = _this$props2.targetOrigin,\n          anchorOrigin = _this$props2.anchorOrigin;\n
 var anchorEl = _this.props.anchorEl || _this.anchorEl;\n\n      var anchor = _this.getAnchorPosition(anchorEl);\n\n
 var target = _this.getTargetPosition(targetEl);\n\n      var targetPosition = {\n        top: anchor[anchorOrigin.vertical]
- target[targetOrigin.vertical],\n        left: anchor[anchorOrigin.horizontal] - target[targetOrigin.horizontal]\n
    };\n\n      if (scrolling && _this.props.autoCloseWhenOffScreen) {\n
_this.autoCloseWhenOffScreen(anchor);\n      }\n\n      if (_this.props.canAutoPosition) {\n        target =
_this.getTargetPosition(targetEl); // update as height may have changed\n\n        targetPosition =
_this.applyAutoPositionIfNeeded(anchor, target, targetOrigin, anchorOrigin, targetPosition);\n      }\n\n
targetEl.style.top = targetPosition.top + 'px';\n      targetEl.style.left = targetPosition.left + 'px';\n
targetEl.style.maxHeight = window.innerHeight + 'px';\n    };\n\n    _this.handleResize = (0,
_lodash2.default)(_this.setPlacement, 100);\n    _this.handleScroll = (0,
_lodash2.default)(_this.setPlacement.bind(_this, true), 50);\n    _this.popoverRefs = {};\n    _this.state = {\n
open: props.open,\n      closing: false\n    };\n    return _this;\n  }\n\n  (0, _createClass3.default)(Popover, [{\n    key:
'componentDidMount',\n    value: function componentDidMount() {\n      this.placementTimeout
 = setTimeout(this.setPlacement);\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      var _this2 = this;\n\n      if (nextProps.open === this.props.open) {\n
      return;\n      }\n\n      if (nextProps.open) {\n        clearTimeout(this.timeout);\n        this.timeout = null;\n
this.anchorEl = nextProps.anchorEl || this.props.anchorEl;\n        this.setState({\n          open: true,\n          closing:
false\n        });\n      } else {\n        if (nextProps.animated) {\n          if (this.timeout !== null) return;\n
this.setState({\n            closing: true\n          });\n          this.timeout = setTimeout(function () {\n
_this2.setState({\n              open: false\n            }, function () {\n              _this2.timeout = null;\n            });\n          },
500);\n        } else {\n          this.setState({\n            open: false\n          });\n        }\n
  }\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
clearTimeout(this.placementTimeout);\n      this.placementTimeout = setTimeout(this.setPlacement);\n    }\n  }, {\n
key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      this.handleResize.cancel();\n
 this.handleScroll.cancel();\n\n      if (this.placementTimeout) {\n        clearTimeout(this.placementTimeout);\n
this.placementTimeout = null;\n      }\n\n      if (this.timeout) {\n        clearTimeout(this.timeout);\n        this.timeout
= null;\n      }\n    }\n  }, {\n    key: 'requestClose',\n    value: function requestClose(reason) {\n      if
(this.props.onRequestClose) {\n        this.props.onRequestClose(reason);\n      }\n    }\n  }, {\n    key:
'getAnchorPosition',\n    value: function getAnchorPosition(el) {\n      if (!el) {\n        el =
_reactDom2.default.findDOMNode(this);\n      }\n\n      var rect = el.getBoundingClientRect();\n
      var a = {\n        top: rect.top,\n        left: rect.left,\n        width: el.offsetWidth,\n        height: el.offsetHeight\n
};\n      a.right = rect.right || a.left + a.width;\n      a.bottom = rect.bottom || a.top + a.height;\n      a.middle = a.left +
(a.right - a.left) / 2;\n      a.center = a.top + (a.bottom - a.top) / 2;\n      return a;\n    }\n  }, {\n    key:
'getTargetPosition',\n    value: function getTargetPosition(targetEl) {\n      return {\n        top: 0,\n        center:
targetEl.offsetHeight / 2,\n        bottom: targetEl.offsetHeight,\n        left: 0,\n        middle: targetEl.offsetWidth / 2,\n
      right: targetEl.offsetWidth\n      };\n    }\n  }, {\n    key: 'autoCloseWhenOffScreen',\n    value: function
autoCloseWhenOffScreen(anchorPosition) {\n      if (anchorPosition.top < 0 || anchorPosition.top >
window.innerHeight || anchorPosition.left < 0 || anchorPosition.left > window.innerWidth) {\n
this.requestClose('offScreen');\n      }\n    }\n
  }, {\n    key: 'getOverlapMode',\n    value: function getOverlapMode(anchor, target, median) {\n      if ([anchor,
target].indexOf(median) >= 0) return 'auto';\n      if (anchor === target) return 'inclusive';\n      return 'exclusive';\n
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}\n  }, {\n    key: 'getPositions',\n    value: function getPositions(anchor, target) {\n      var a = (0, _extends3.default)({}, anchor);\n      var t = (0, _extends3.default)({}, target);\n      var positions = {\n        x: ['left', 'right'].filter(function (p) {\n          return p !== t.horizontal;\n        }),\n        y: ['top', 'bottom'].filter(function (p) {\n          return p !== t.vertical;\n        })\n      };\n      var overlap = {\n        x: this.getOverlapMode(a.horizontal, t.horizontal, 'middle'),\n        y: this.getOverlapMode(a.vertical, t.vertical, 'center')\n      };\n      positions.x.splice(overlap.x === 'auto' ? 0 : 1, 0, 'middle');\n      positions.y.splice(overlap.y === 'auto' ? 0 : 1, 0, 'center');\n\n      if (overlap.y
 !== 'auto') {\n        a.vertical = a.vertical === 'top' ? 'bottom' : 'top';\n\n        if (overlap.y === 'inclusive') {\n          t.vertical = t.vertical;\n        }\n      }\n\n      if (overlap.x !== 'auto') {\n        a.horizontal = a.horizontal === 'left' ? 'right' : 'left';\n\n        if (overlap.y === 'inclusive') {\n          t.horizontal = t.horizontal;\n        }\n      }\n\n      return {\n        positions: positions,\n        anchorPos: a\n      };\n    }\n  }, {\n    key: 'applyAutoPositionIfNeeded',\n    value: function applyAutoPositionIfNeeded(anchor, target, targetOrigin, anchorOrigin, targetPosition) {\n      var _getPositions = this.getPositions(anchorOrigin, targetOrigin),\n          positions = _getPositions.positions,\n          anchorPos = _getPositions.anchorPos;\n\n      if (targetPosition.top < 0 || targetPosition.top + target.bottom > window.innerHeight) {\n        var newTop = anchor[anchorPos.vertical] - target[positions.y[0]];\n\n        if (newTop
 + target.bottom <= window.innerHeight) {\n          targetPosition.top = Math.max(0, newTop);\n        } else {\n          newTop = anchor[anchorPos.vertical] - target[positions.y[1]];\n\n          if (newTop + target.bottom <= window.innerHeight) {\n            targetPosition.top = Math.max(0, newTop);\n          }\n        }\n      }\n\n      if (targetPosition.left < 0 || targetPosition.left + target.right > window.innerWidth) {\n        var newLeft = anchor[anchorPos.horizontal] - target[positions.x[0]];\n\n        if (newLeft + target.right <= window.innerWidth) {\n          targetPosition.left = Math.max(0, newLeft);\n        } else {\n          newLeft = anchor[anchorPos.horizontal] - target[positions.x[1]];\n\n          if (newLeft + target.right <= window.innerWidth) {\n            targetPosition.left = Math.max(0, newLeft);\n          }\n        }\n      }\n\n      return targetPosition;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this3 = this;\n\n
      var eventListener = this.state.open ? _react2.default.createElement(_reactEventListener2.default, {\n          target: this.props.scrollableContainer,\n          onScroll: this.handleScroll,\n          onResize: this.handleResize\n        }) : null;\n
      return _react2.default.createElement('div', {\n          style: styles.root\n        }, eventListener,
        _react2.default.createElement(_RenderToLayer2.default, {\n          ref: function ref(_ref) {\n            return _this3.popoverRefs.layer = _ref;\n          },\n          open: this.state.open,\n          componentClickAway: this.componentClickAway,\n          useLayerForClickAway: this.props.useLayerForClickAway,\n          render: this.renderLayer\n        }));\n    }\n  }]);\n  return Popover;\n}(_react.Component);\n\nPopover.defaultProps = {\n  anchorOrigin: {\n    vertical: 'bottom',\n    horizontal: 'left'\n  },\n  animated: true,\n  autoCloseWhenOffScreen: true,\n  canAutoPosition: true,\n  onRequestClose: function onRequestClose() {},\n
  open: false,\n  scrollableContainer: 'window',\n  style: {\n    overflowY: 'auto'\n  },\n  targetOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  },\n  useLayerForClickAway: true,\n  zDepth: 1\n};\n\nPopover.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nPopover.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * This is the DOM element that will be used to set the position of the\n   * popover.\n   */\n  anchorEl: _propTypes2.default.object,\n\n  /**\n   * This is the point on the anchor where the popover's\n   * `targetOrigin` will attach to.\n   * Options:\n   * vertical: [top, center, bottom]\n   * horizontal: [left, middle, right].\n   */\n  anchorOrigin: _propTypes4.default.origin,\n\n  /**\n   * If true, the popover will apply transitions when\n   * it is added to the DOM.\n   */\n  animated: _propTypes2.default.bool,\n\n  /**\n   * Override the default animation component used.\n   */\n  animation: _propTypes2.default.func,\n\n
  /**\n   * If true, the popover will hide when the anchor is scrolled off the screen.\n   */\n
  autoCloseWhenOffScreen: _propTypes2.default.bool,\n\n  /**\n   * If true, the popover (potentially) ignores `targetOrigin`\n   * and `anchorOrigin` to make itself fit on screen,\n   * which is useful for mobile devices.\n   */\n
  canAutoPosition: _propTypes2.default.bool,\n\n  /**\n   * The content of the popover.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * The CSS class name of the root element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * Callback function fired when the popover is requested to be closed.\n   *\n
```

* @param {string} reason The reason for the close request. Possibles values\n * are 'clickAway' and 'offScreen'.\n */\n onRequestClose: _propTypes2.default.func,\n\n /**\n * If true, the popover is visible.\n */\n open: _propTypes2.default.bool,\n\n /**\n * Represents the parent scrollable container.\n * It can be an element or a string like `window`.\n */\n scrollableContainer: _propTypes2.default.oneOfType([_propTypes2.default.object, _propTypes2.default.string]),\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the popover which will attach to\n * the anchor's origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will render on top of an invisible\n * layer, which will prevent clicks to the underlying\n * elements, and trigger an `onRequestClose('clickAway')` call.\n */\n useLayerForClickAway: _propTypes2.default.bool,\n\n /**\n * The zDepth of the popover.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Popover;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = getPrefixedValue;\n\nfunction getPrefixedValue(prefixedValue, value, keepUnprefixed) {\n if (keepUnprefixed) {\n return [prefixedValue, value];\n }\n\n return prefixedValue;\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nvar mapError = function mapError(_ref) {\n var errorProp = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'errorText';\n var _ref$meta = _ref.meta;\n _ref$meta = _ref$meta === undefined ? {} : _ref$meta;\n\n var touched = _ref$meta.touched,\n error = _ref$meta.error,\n warning = _ref$meta.warning,\n input = _ref.input,\n props = _objectWithoutProperties(_ref, ['meta', 'input']);\n\n return touched && (error || warning) ? _extends({}, props, input, _defineProperty({}, errorProp, error || warning)) : _extends({}, input, props);\n};\n\nexports.default = mapError;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nfunction componentWillMount() {\n // Call this.constructor.gDSFP to support sub-classes.\n var state = this.constructor.getDerivedStateFromProps(this.props, this.state);\n\n if (state !== null && state !== undefined) {\n this.setState(state);\n }\n}\n\nfunction componentWillReceiveProps(nextProps) {\n // Call this.constructor.gDSFP to support sub-classes.\n // Use the setState() updater to ensure state isn't stale in certain edge cases.\n function updater(prevState) {\n var state = this.constructor.getDerivedStateFromProps(nextProps, prevState);\n return state !== null && state !== undefined ? state : null;\n } // Binding \"this\" is important for shallow renderer support.\n\n\n this.setState(updater.bind(this));\n}\n\nfunction componentWillUpdate(nextProps, nextState) {\n try {\n var prevProps = this.props;\n var prevState = this.state;\n this.props = nextProps;\n this.state = nextState;\n this.__reactInternalSnapshotFlag = true;\n this.__reactInternalSnapshot = this.getSnapshotBeforeUpdate(prevProps, prevState);\n } finally {\n this.props = prevProps;\n this.state = prevState;\n }\n} // React may warn about cWM/cWRP/cWU methods being deprecated.\n// Add a flag to suppress these warnings for this special case.\n\n\ncomponentWillMount.__suppressDeprecationWarning = true;\ncomponentWillReceiveProps.__suppressDeprecationWarning = true;\ncomponentWillUpdate.__suppressDeprecationWarning = true;\n\nfunction polyfill(Component) {\n var prototype = Component.prototype;\n\n if (!prototype || !prototype.isReactComponent) {\n throw new Error('Can only polyfill class components');\n }\n\n if (typeof Component.getDerivedStateFromProps !== 'function' &&

typeof prototype.getSnapshotBeforeUpdate !== 'function') {\n return Component;\n } // If new component APIs are defined, \"unsafe\" lifecycles won't be called.\n // Error if any of these lifecycles are present,\n // Because they would work differently between older and newer (16.3+) versions of React.\n\n\n var foundWillMountName = null;\n var foundWillReceivePropsName = null;\n var foundWillUpdateName = null;\n\n if (typeof prototype.componentWillMount === 'function') {\n foundWillMountName = 'componentWillMount';\n } else if (typeof prototype.UNSAFE_componentWillMount === 'function') {\n foundWillMountName = 'UNSAFE_componentWillMount';\n }\n\n if (typeof prototype.componentWillReceiveProps === 'function') {\n foundWillReceivePropsName = 'componentWillReceiveProps';\n } else if (typeof prototype.UNSAFE_componentWillReceiveProps === 'function') {\n foundWillReceivePropsName = 'UNSAFE_componentWillReceiveProps';\n }\n\n if (typeof prototype.componentWillUpdate === 'function') {\n foundWillUpdateName = 'componentWillUpdate';\n } else if (typeof prototype.UNSAFE_componentWillUpdate === 'function') {\n foundWillUpdateName = 'UNSAFE_componentWillUpdate';\n }\n\n if (foundWillMountName !== null || foundWillReceivePropsName !== null || foundWillUpdateName !== null) {\n var componentName = Component.displayName || Component.name;\n var newApiName = typeof Component.getDerivedStateFromProps === 'function' ? 'getDerivedStateFromProps()' : 'getSnapshotBeforeUpdate()';\n throw Error('Unsafe legacy lifecycles will not be called for components using new component APIs.\\n\\n' + componentName + ' uses ' + newApiName + ' but also contains the following legacy lifecycles:' + (foundWillMountName !== null ? '\\n ' + foundWillMountName : '') + (foundWillReceivePropsName !== null ? '\\n ' + foundWillReceivePropsName : '') + (foundWillUpdateName !== null ? '\\n ' + foundWillUpdateName : '') + '\\n\\nThe above lifecycles should be removed. Learn more about this warning here:\\n' + 'https://fb.me/react-async-component-lifecycle-hooks');\n } // React <= 16.2 does not support static getDerivedStateFromProps.\n // As a workaround, use cWM and cWRP to invoke the new static lifecycle.\n // Newer versions of React will ignore these lifecycles if gDSFP exists.\n\n\n if (typeof Component.getDerivedStateFromProps === 'function') {\n prototype.componentWillMount = componentWillMount;\n prototype.componentWillReceiveProps = componentWillReceiveProps;\n } // React <= 16.2 does not support getSnapshotBeforeUpdate.\n // As a workaround, use cWU to invoke the new lifecycle.\n // Newer versions of React will ignore that lifecycle if gSBU exists.\n\n\n if (typeof prototype.getSnapshotBeforeUpdate === 'function') {\n if (typeof prototype.componentDidUpdate !== 'function') {\n   throw new Error('Cannot polyfill getSnapshotBeforeUpdate() for components that do not define componentDidUpdate() on the prototype');\n }\n\n prototype.componentWillUpdate = componentWillUpdate;\n var componentDidUpdate = prototype.componentDidUpdate;\n\n prototype.componentDidUpdate = function componentDidUpdatePolyfill(prevProps, prevState, maybeSnapshot) {\n   // 16.3+ will not execute our will-update method;\n   // It will pass a snapshot value to did-update though.\n   // Older versions will require our polyfilled will-update value.\n   // We need to handle both cases, but can't just check for the presence of \"maybeSnapshot\",\n   // Because for <= 15.x versions this might be a \"prevContext\" object.\n   // We also can't just check \"__reactInternalSnapshot\",\n   // Because get-snapshot might return a falsy value.\n   // So check for the explicit __reactInternalSnapshotFlag flag to determine behavior.\n   var snapshot = this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : maybeSnapshot;\n componentDidUpdate.call(this, prevProps, prevState, snapshot);\n };\n }\n\n return Component;\n}\n\nexport { polyfill };","import baseGetTag from './_baseGetTag.js';\nimport isObject from './isObject.js';\n\n/** `Object#toString` result references. */\n\nvar asyncTag = '[object AsyncFunction]',\n funcTag = '[object Function]',\n genTag = '[object GeneratorFunction]',\n proxyTag = '[object Proxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\n\nfunction isFunction(value) {\n if (!isObject(value)) {\n return false;\n } // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and

other constructors.\n\n\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\nexport default isFunction;","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n
 *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\n\nfunction isLength(value) {\n return typeof value == 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\nexport default isLength;","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/** Used to detect unsigned integer values. */\n\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if
 `value` is a valid index, else `false`.\n */\n\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n\nexport default isIndex;","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\n\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = typeof Ctor == 'function' && Ctor.prototype || objectProto;\n return value === proto;\n}\n\nexport default isPrototype;","/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\nfunction identity(value) {\n return value;\n}\n\nexport default identity;","module.exports = isPromise;\nmodule.exports.default = isPromise;\n\nfunction isPromise(obj) {\n return !!obj && (typeof obj === 'object' || typeof obj === 'function') && typeof obj.then === 'function';\n}","/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\n\nfunction setCacheAdd(value) {\n this.__data__.set(value, HASH_UNDEFINED);\n\n return this;\n}\n\nexport default setCacheAdd;","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value
 to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nexport default setCacheHas;","import MapCache from './_MapCache.js';\nimport setCacheAdd from './_setCacheAdd.js';\nimport setCacheHas from './_setCacheHas.js';\n/**\n *\n * Creates an array cache object to store unique values.\n *\n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n */\n\nfunction SetCache(values) {\n var index = -1,\n   length = values == null ? 0 : values.length;\n this.__data__ = new MapCache();\n\n while (++index < length) {\n   this.add(values[index]);\n }\n} // Add methods to `SetCache`.\n\n\nSetCache.prototype.add = SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\nexport default SetCache;","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array]
 The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if any element passes the predicate check,\n * else `false`.\n */\nfunction arraySome(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (predicate(array[index], index, array)) {\n   return true;\n   }\n }\n\n return false;\n}\n\nexport default

arraySome;","/**\n * Checks if a `cache` value for `key` exists.\n *\n * @private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n return cache.has(key);\n}\n\nexport default cacheHas;","import SetCache from './_SetCache.js';\nimport arraySome from './_arraySome.js';\nimport cacheHas from './_cacheHas.js';\n/** Used to compose bitmasks for value comparisons.
 */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\n\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   arrLength = array.length,\n   othLength = other.length;\n\n if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n   return false;\n } // Check that
 cyclic values are equal.\n\n\n var arrStacked = stack.get(array);\n var othStacked = stack.get(other);\n\n if (arrStacked && othStacked) {\n   return arrStacked == other && othStacked == array;\n }\n\n var index = -1,\n   result = true,\n   seen = bitmask & COMPARE_UNORDERED_FLAG ? new SetCache() : undefined;\n\n stack.set(array, other);\n stack.set(other, array); // Ignore non-index properties.\n\n while (++index < arrLength) {\n   var arrValue = array[index],\n   othValue = other[index];\n\n   if (customizer) {\n   var compared = isPartial ? customizer(othValue, arrValue, index, other, array, stack) : customizer(arrValue, othValue, index, array, other, stack);\n   }\n\n   if (compared !== undefined) {\n   if (compared) {\n   continue;\n   }\n\n   result = false;\n   break;\n   } // Recursively compare arrays (susceptible to call stack limits).\n\n\n   if (seen) {\n   if (!arraySome(other, function (othValue, othIndex) {\n   if (!cacheHas(seen,
 othIndex) && (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   return seen.push(othIndex);\n   }\n   })) {\n   result = false;\n   break;\n   }\n   } else if (!(arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   result = false;\n   break;\n   }\n }\n\n stack['delete'](array);\n stack['delete'](other);\n return result;\n}\n\nexport default equalArrays;","/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array} Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n var index = -1,\n   result = Array(map.size);\n\n map.forEach(function (value, key) {\n   result[++index] = [key, value];\n });\n\n return result;\n}\n\nexport default mapToArray;","/**\n * Converts `set` to an array of its values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array}
 Returns the values.\n */\nfunction setToArray(set) {\n var index = -1,\n   result = Array(set.size);\n\n set.forEach(function (value) {\n   result[++index] = value;\n });\n\n return result;\n}\n\nexport default setToArray;","import Symbol from './_Symbol.js';\nimport Uint8Array from './_Uint8Array.js';\nimport eq from './eq.js';\nimport equalArrays from './_equalArrays.js';\nimport mapToArray from './_mapToArray.js';\nimport setToArray from './_setToArray.js';\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n/** `Object#toString` result references. */\nvar boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   symbolTag = '[object Symbol]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag
 = '[object DataView]';\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.\n *\n * **Note:** This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The

other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true`
if the objects are equivalent, else `false`.\n */\n\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n switch (tag) {\n case dataViewTag:\n if (object.byteLength != other.byteLength || object.byteOffset != other.byteOffset) {\n return false;\n }\n\n object = object.buffer;\n other = other.buffer;\n\n case arrayBufferTag:\n if (object.byteLength != other.byteLength || !equalFunc(new Uint8Array(object), new Uint8Array(other))) {\n return false;\n }\n\n return true;\n\n case boolTag:\n case dateTag:\n case numberTag:\n // Coerce booleans to `1` or `0` and dates to milliseconds.\n // Invalid dates are coerced to `NaN`.\n return eq(+object, +other);\n\n case errorTag:\n return object.name == other.name && object.message == other.message;\n\n case regexpTag:\n case stringTag:\n // Coerce regexes to strings and treat strings, primitives and objects,\n // as
equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.tostring\n // for more details.\n return object == other + '';\n\n case mapTag:\n var convert = mapToArray;\n\n case setTag:\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG;\n convert || (convert = setToArray);\n\n if (object.size != other.size && !isPartial) {\n return false;\n } // Assume cyclic values are equal.\n\n\n var stacked = stack.get(object);\n\n if (stacked) {\n return stacked == other;\n }\n\n bitmask |= COMPARE_UNORDERED_FLAG; // Recursively compare objects (susceptible to call stack limits).\n\n stack.set(object, other);\n var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);\n stack['delete'](object);\n return result;\n\n case symbolTag:\n if (symbolValueOf) {\n return symbolValueOf.call(object) == symbolValueOf.call(other);\n }\n\n
}\n\n return false;\n}\n\nexport default equalByTag;","/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n var index = -1,\n length = values.length,\n offset = array.length;\n\n while (++index < length) {\n array[offset + index] = values[index];\n }\n\n return array;\n}\n\nexport default arrayPush;","import arrayPush from './_arrayPush.js';\nimport isArray from './isArray.js';\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns
{Array} Returns the array of property names and symbols.\n */\n\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n var result = keysFunc(object);\n return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nexport default baseGetAllKeys;","/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction arrayFilter(array, predicate) {\n var index = -1,\n length = array == null ? 0 : array.length,\n resIndex = 0,\n result = [];\n\n while (++index < length) {\n var value = array[index];\n\n if (predicate(value, index, array)) {\n result[resIndex++] = value;\n }\n }\n\n return result;\n}\n\nexport default arrayFilter;","/**\n * This method returns a new empty array.\n *\n * @static\n *
@memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [[], []]\n *\n * console.log(arrays[0] === arrays[1]);\n * // => false\n */\nfunction stubArray() {\n return [];\n}\n\nexport default stubArray;","import arrayFilter from './_arrayFilter.js';\nimport stubArray from './stubArray.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Built-in value references. */\n\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n/**\n * Creates

an array of the own enumerable symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\n\nvar getSymbols = !nativeGetSymbols ? stubArray
: function (object) {\n if (object == null) {\n return [];\n }\n\n object = Object(object);\n return arrayFilter(nativeGetSymbols(object), function (symbol) {\n return propertyIsEnumerable.call(object, symbol);\n });\n};\nexport default getSymbols;","import baseGetAllKeys from './_baseGetAllKeys.js';\nimport getSymbols from './_getSymbols.js';\nimport keys from './keys.js';\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names and symbols.\n */\n\nfunction getAllKeys(object) {\n return baseGetAllKeys(object, keys, getSymbols);\n}\n\nexport default getAllKeys;","import getAllKeys from './_getAllKeys.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1;\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar
hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\n\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n objProps = getAllKeys(object),\n objLength = objProps.length,\n othProps = getAllKeys(other),\n othLength = othProps.length;\n\n if (objLength != othLength && !isPartial)
{\n return false;\n }\n\n var index = objLength;\n\n while (index--) {\n var key = objProps[index];\n\n if (!(isPartial ? key in other : hasOwnProperty.call(other, key))) {\n return false;\n }\n } // Check that cyclic values are equal.\n\n\n var objStacked = stack.get(object);\n var othStacked = stack.get(other);\n\n if (objStacked && othStacked) {\n return objStacked == other && othStacked == object;\n }\n\n var result = true;\n stack.set(object, other);\n stack.set(other, object);\n var skipCtor = isPartial;\n\n while (++index < objLength) {\n key = objProps[index];\n var objValue = object[key],\n othValue = other[key];\n\n if (customizer) {\n var compared = isPartial ? customizer(othValue, objValue, key, other, object, stack) : customizer(objValue, othValue, key, object, other, stack);\n } // Recursively compare objects (susceptible to call stack limits).\n\n\n if (!(compared === undefined ? objValue === othValue ||
equalFunc(objValue, othValue, bitmask, customizer, stack) : compared)) {\n result = false;\n break;\n }\n\n skipCtor || (skipCtor = key == 'constructor');\n }\n\n if (result && !skipCtor) {\n var objCtor = object.constructor,\n othCtor = other.constructor; // Non `Object` object instances with different constructors are not equal.\n\n if (objCtor != othCtor && 'constructor' in object && 'constructor' in other && !(typeof objCtor == 'function' && objCtor instanceof objCtor && typeof othCtor == 'function' && othCtor instanceof othCtor)) {\n result = false;\n }\n }\n\n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nexport default equalObjects;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar DataView = getNative(root, 'DataView');\nexport default DataView;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/*
Built-in method references that are verified to be native. */\n\nvar Promise = getNative(root, 'Promise');\nexport default Promise;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar Set = getNative(root, 'Set');\nexport default Set;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar WeakMap = getNative(root, 'WeakMap');\nexport default WeakMap;","import DataView from './_DataView.js';\nimport Map from './_Map.js';\nimport Promise from './_Promise.js';\nimport Set from './_Set.js';\nimport WeakMap from './_WeakMap.js';\nimport baseGetTag from './_baseGetTag.js';\nimport toSource

from './_toSource.js';\n/** `Object#toString` result references. */\n\nvar mapTag = '[object Map]',\n objectTag = '[object Object]',\n promiseTag = '[object Promise]',\n setTag = '[object Set]',\n weakMapTag = '[object WeakMap]';\nvar dataViewTag = '[object DataView]';\n/** Used to detect maps, sets, and weakmaps. */\n\nvar dataViewCtorString = toSource(DataView),\n mapCtorString = toSource(Map),\n promiseCtorString = toSource(Promise),\n setCtorString = toSource(Set),\n weakMapCtorString = toSource(WeakMap);\n/**\n * Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nvar getTag = baseGetTag; // Fallback for data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\n\nif (DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag || Map && getTag(new Map()) != mapTag || Promise && getTag(Promise.resolve()) != promiseTag || Set && getTag(new Set()) != setTag || WeakMap && getTag(new WeakMap()) != weakMapTag) {\n getTag = function getTag(value) {\n var result = baseGetTag(value),\n Ctor = result == objectTag ? value.constructor : undefined,\n ctorString = Ctor ? toSource(Ctor) : '';\n\n if (ctorString) {\n switch (ctorString) {\n case dataViewCtorString:\n return dataViewTag;\n\n case mapCtorString:\n return mapTag;\n\n case promiseCtorString:\n return promiseTag;\n\n case setCtorString:\n return setTag;\n\n case weakMapCtorString:\n return weakMapTag;\n }\n }\n\n return result;\n };\n}\n\nexport default getTag;","import Stack from './_Stack.js';\nimport equalArrays from './_equalArrays.js';\nimport equalByTag from './_equalByTag.js';\nimport equalObjects from './_equalObjects.js';\nimport getTag from './_getTag.js';\nimport isArray from './isArray.js';\nimport isBuffer from './isBuffer.js';\nimport isTypedArray from './isTypedArray.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1;\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n objectTag = '[object Object]';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\n\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n var objIsArr = isArray(object),\n othIsArr = isArray(other),\n objTag = objIsArr ? arrayTag : getTag(object),\n othTag = othIsArr ? arrayTag : getTag(other);\n objTag = objTag == argsTag ? objectTag : objTag;\n othTag = othTag == argsTag ? objectTag : othTag;\n var objIsObj = objTag == objectTag,\n othIsObj = othTag == objectTag,\n isSameTag = objTag == othTag;\n\n if (isSameTag && isBuffer(object)) {\n if (!isBuffer(other)) {\n return false;\n }\n\n objIsArr = true;\n objIsObj = false;\n }\n\n if (isSameTag && !objIsObj) {\n stack || (stack = new Stack());\n return objIsArr || isTypedArray(object) ? equalArrays(object, other, bitmask, customizer, equalFunc, stack) : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n }\n\n if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n if (objIsWrapped || othIsWrapped) {\n var objUnwrapped = objIsWrapped ? object.value() : object,\n othUnwrapped = othIsWrapped ? other.value() : other;\n stack || (stack = new Stack());\n return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n }\n }\n\n if (!isSameTag) {\n return false;\n }\n\n stack || (stack = new Stack());\n return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n}\n\nexport default baseIsEqualDeep;","import baseIsEqualDeep from './_baseIsEqualDeep.js';\nimport isObjectLike from './isObjectLike.js';\n/**\n * The base implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The

other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial
 comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\n\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other) {\n   return true;\n }\n\n if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {\n   return value !== value && other !== other;\n }\n\n return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nexport default baseIsEqual;","import baseGetTag from './_baseGetTag.js';\nimport isLength from './isLength.js';\nimport isObjectLike from './isObjectLike.js';\n\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n   arrayTag = '[object Array]',\n   boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   funcTag = '[object Function]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   objectTag = '[object Object]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   weakMapTag = '[object WeakMap]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]',\n   float32Tag = '[object Float32Array]',\n   float64Tag = '[object Float64Array]',\n   int8Tag = '[object Int8Array]',\n   int16Tag = '[object Int16Array]',\n   int32Tag = '[object Int32Array]',\n   uint8Tag = '[object Uint8Array]',\n   uint8ClampedTag = '[object Uint8ClampedArray]',\n   uint16Tag = '[object Uint16Array]',\n   uint32Tag = '[object Uint32Array]';\n/** Used to identify `toStringTag` values of typed arrays. */\n\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] = typedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] = typedArrayTags[uint8ClampedTag]
 = typedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] = typedArrayTags[dataViewTag] = typedArrayTags[dateTag] = typedArrayTags[errorTag] = typedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag] = typedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] = typedArrayTags[stringTag] = typedArrayTags[weakMapTag] = false;\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\n\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nexport default baseIsTypedArray;","/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function (value) {\n   return func(value);\n };\n}\n\nexport default baseUnary;","import baseIsTypedArray from './_baseIsTypedArray.js';\nimport baseUnary from './_baseUnary.js';\nimport nodeUtil from './_nodeUtil.js';\n\n/* Node.js helper references. */\n\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\n\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\nexport default isTypedArray;","import overArg from './_overArg.js';\n\n/* Built-in
 method references for those with the same name as other `lodash` methods. */\n\nvar nativeKeys = overArg(Object.keys, Object);\nexport default nativeKeys;","import isPrototype from './_isPrototype.js';\nimport nativeKeys from './_nativeKeys.js';\n\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n   return nativeKeys(object);\n

}\n\n var result = [];\n\n for (var key in Object(object)) {\n   if (hasOwnProperty.call(object, key) && key != 'constructor') {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default baseKeys;","import arrayLikeKeys from
'./_arrayLikeKeys.js';\nimport baseKeys from './_baseKeys.js';\nimport isArrayLike from './isArrayLike.js';\n/**\n * Creates an array of the own enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _.keys('hi');\n * // => ['0', '1']\n */\n\nfunction keys(object) {\n return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nexport default keys;","import root from
'./_root.js';\n/** Built-in value references. */\n\nvar Uint8Array = root.Uint8Array;\nexport
default Uint8Array;","import getNative from './_getNative.js';\n\nvar defineProperty = function () {\n try {\n   var func = getNative(Object, 'defineProperty');\n   func({}, '', {});\n   return func;\n } catch (e) {}\n}();\n\nexport default defineProperty;","module.exports = function (bitmap, value) {\n return {\n   enumerable: !(bitmap & 1),\n   configurable: !(bitmap & 2),\n   writable: !(bitmap & 4),\n   value: value\n };\n};","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\n\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _iterator = require(\"../core-js/symbol/iterator\");\n\nvar _iterator2 = _interopRequireDefault(_iterator);\n\nvar _symbol = require(\"../core-js/symbol\");\n\nvar _symbol2 = _interopRequireDefault(_symbol);\n\nvar _typeof = typeof _symbol2.default === \"function\"
&& typeof _iterator2.default === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof _symbol2.default === \"function\" && obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = typeof _symbol2.default === \"function\" && _typeof(_iterator2.default) === \"symbol\" ? function (obj) {\n return typeof obj === \"undefined\" ? \"undefined\" : _typeof(obj);\n} : function (obj) {\n return obj && typeof _symbol2.default === \"function\" && obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? \"symbol\" : typeof obj === \"undefined\" ? \"undefined\" : _typeof(obj);\n};","'use strict';\n\nexports.__esModule = true;\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _chainFunction = require('chain-function');\n\nvar _chainFunction2 = _interopRequireDefault(_chainFunction);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _ChildMapping = require('./utils/ChildMapping');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this
hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nvar propTypes = {\n component: _propTypes2.default.any,\n childFactory: _propTypes2.default.func,\n children: _propTypes2.default.node\n};\n\nvar defaultProps = {\n

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component: 'span',\n  childFactory: function childFactory(child) {\n    return child;\n
  }\n};\n\nvar TransitionGroup = function (_React$Component) {\n  _inherits(TransitionGroup,
_React$Component);\n\n  function TransitionGroup(props, context) {\n    _classCallCheck(this,
TransitionGroup);\n\n    var _this = _possibleConstructorReturn(this, _React$Component.call(this, props,
context));\n\n    _this.performAppear = function (key, component) {\n      _this.currentlyTransitioningKeys[key] =
true;\n\n      if (component.componentWillAppear) {\n
component.componentWillAppear(_this._handleDoneAppearing.bind(_this, key, component));\n      } else {\n
_this._handleDoneAppearing(key, component);\n      }\n    };\n\n    _this._handleDoneAppearing = function (key,
component) {\n      if (component.componentDidAppear) {\n        component.componentDidAppear();\n      }\n\n
delete _this.currentlyTransitioningKeys[key];\n      var currentChildMapping = (0,
_ChildMapping.getChildMapping)(_this.props.children);\n\n      if (!currentChildMapping ||
!currentChildMapping.hasOwnProperty(key))
 {\n        // This was removed before it had fully appeared. Remove it.\n        _this.performLeave(key, component);\n
    }\n    };\n\n    _this.performEnter = function (key, component) {\n      _this.currentlyTransitioningKeys[key] =
true;\n\n      if (component.componentWillEnter) {\n
component.componentWillEnter(_this._handleDoneEntering.bind(_this, key, component));\n      } else {\n
_this._handleDoneEntering(key, component);\n      }\n    };\n\n    _this._handleDoneEntering = function (key,
component) {\n      if (component.componentDidEnter) {\n        component.componentDidEnter();\n      }\n\n
delete _this.currentlyTransitioningKeys[key];\n      var currentChildMapping = (0,
_ChildMapping.getChildMapping)(_this.props.children);\n\n      if (!currentChildMapping ||
!currentChildMapping.hasOwnProperty(key)) {\n        // This was removed before it had fully entered. Remove it.\n
      _this.performLeave(key, component);\n      }\n    };\n\n
    _this.performLeave = function (key, component) {\n      _this.currentlyTransitioningKeys[key] = true;\n\n      if
(component.componentWillLeave) {\n        component.componentWillLeave(_this._handleDoneLeaving.bind(_this,
key, component));\n      } else {\n        // Note that this is somewhat dangerous b/c it calls setState()\n        // again,
effectively mutating the component before all the work\n        // is done.\n        _this._handleDoneLeaving(key,
component);\n      }\n    };\n\n    _this._handleDoneLeaving = function (key, component) {\n      if
(component.componentDidLeave) {\n        component.componentDidLeave();\n      }\n\n      delete
_this.currentlyTransitioningKeys[key];\n      var currentChildMapping = (0,
_ChildMapping.getChildMapping)(_this.props.children);\n\n      if (currentChildMapping &&
currentChildMapping.hasOwnProperty(key)) {\n        // This entered again before it fully left. Add it again.\n
_this.keysToEnter.push(key);\n      } else {\n
        _this.setState(function (state) {\n          var newChildren = _extends({}, state.children);\n\n          delete
newChildren[key];\n          return {\n            children: newChildren\n          };\n        });\n      }\n    };\n\n
_this.childRefs = Object.create(null);\n    _this.state = {\n      children: (0,
_ChildMapping.getChildMapping)(props.children)\n    };\n    return _this;\n  }\n\n
TransitionGroup.prototype.componentWillMount = function componentWillMount() {\n
this.currentlyTransitioningKeys = {};\n    this.keysToEnter = [];\n    this.keysToLeave = [];\n  };\n\n
TransitionGroup.prototype.componentDidMount = function componentDidMount() {\n    var initialChildMapping =
this.state.children;\n\n    for (var key in initialChildMapping) {\n      if (initialChildMapping[key]) {\n
this.performAppear(key, this.childRefs[key]);\n      }\n    }\n  };\n\n
TransitionGroup.prototype.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n
   var nextChildMapping = (0, _ChildMapping.getChildMapping)(nextProps.children);\n    var prevChildMapping =
this.state.children;\n    this.setState({\n      children: (0, _ChildMapping.mergeChildMappings)(prevChildMapping,
nextChildMapping)\n    });\n\n    for (var key in nextChildMapping) {\n      var hasPrev = prevChildMapping &&
prevChildMapping.hasOwnProperty(key);\n\n      if (nextChildMapping[key] && !hasPrev &&
!this.currentlyTransitioningKeys[key]) {\n        this.keysToEnter.push(key);\n      }\n    }\n\n    for (var _key in
prevChildMapping) {\n      var hasNext = nextChildMapping && nextChildMapping.hasOwnProperty(_key);\n\n
```

if (prevChildMapping[_key] && !hasNext && !this.currentlyTransitioningKeys[_key]) {\n this.keysToLeave.push(_key);\n }\n } // If we want to someday check for reordering, we could do it here.\n\n };\n\n TransitionGroup.prototype.componentDidUpdate = function componentDidUpdate() {\n var _this2 = this;\n\n var keysToEnter = this.keysToEnter;\n this.keysToEnter = [];\n keysToEnter.forEach(function (key) {\n return _this2.performEnter(key, _this2.childRefs[key]);\n });\n var keysToLeave = this.keysToLeave;\n this.keysToLeave = [];\n keysToLeave.forEach(function (key) {\n return _this2.performLeave(key, _this2.childRefs[key]);\n });\n };\n\n TransitionGroup.prototype.render = function render() {\n var _this3 = this; // TODO: we could get rid of the need for the wrapper node\n // by cloning a single child\n\n\n var childrenToRender = [];\n\n var _loop = function _loop(key) {\n var child = _this3.state.children[key];\n\n if (child) {\n var isCallbackRef = typeof child.ref !== 'string';\n\n var factoryChild = _this3.props.childFactory(child);\n\n var ref = function ref(r) {\n _this3.childRefs[key] = r;\n };\n\n process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(isCallbackRef, 'string refs are not supported on children of TransitionGroup and will be ignored. ' + 'Please use a callback ref instead: https://facebook.github.io/react/docs/refs-and-the-dom.html#the-ref-callback-attribute') : void 0; // Always chaining the refs leads to problems when the childFactory\n // wraps the child. The child ref callback gets called twice with the\n // wrapper and the child. So we only need to chain the ref if the\n // factoryChild is not different from child.\n\n if (factoryChild === child && isCallbackRef) {\n ref = (0, _chainFunction2.default)(child.ref, ref);\n } // You may need to apply reactive updates to a child as it is leaving.\n // The normal React way to do it won't work since the child will have\n // already been removed. In case you need this behavior you can provide\n // a childFactory function to wrap every child, even the ones that are\n // leaving.\n\n\n childrenToRender.push(_react2.default.cloneElement(factoryChild, {\n key: key,\n ref: ref\n }));\n }\n };\n\n for (var key in this.state.children) {\n _loop(key);\n } // Do not forward TransitionGroup props to primitive DOM nodes\n\n\n var props = _extends({}, this.props);\n\n delete props.transitionLeave;\n delete props.transitionName;\n delete props.transitionAppear;\n delete props.transitionEnter;\n delete props.childFactory;\n delete props.transitionLeaveTimeout;\n delete props.transitionEnterTimeout;\n delete props.transitionAppearTimeout;\n delete props.component;\n return _react2.default.createElement(this.props.component, props, childrenToRender);\n };\n\n return TransitionGroup;\n}(_react2.default.Component);\n\nTransitionGroup.displayName = 'TransitionGroup';\nTransitionGroup.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nTransitionGroup.defaultProps = defaultProps;\nexports.default = TransitionGroup;\nmodule.exports = exports['default'];","\"use strict\";\n\nexports.__esModule = true;\n\nvar _from = require(\"../core-js/array/from\");\n\nvar _from2 = _interopRequireDefault(_from);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function (arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n arr2[i] = arr[i];\n }\n\n return arr2;\n } else {\n return (0, _from2.default)(arr);\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Checkbox = require('./Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Checkbox2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.defaultUtils = undefined;\nexports.dateTimeFormat = dateTimeFormat;\nexports.getYear = getYear;\nexports.setYear = setYear;\nexports.addDays = addDays;\nexports.addMonths = addMonths;\nexports.addYears = addYears;\nexports.cloneDate = cloneDate;\nexports.cloneAsDate = cloneAsDate;\nexports.getDaysInMonth = getDaysInMonth;\nexports.getFirstDayOfMonth = getFirstDayOfMonth;\nexports.getFirstDayOfWeek = getFirstDayOfWeek;\nexports.getWeekArray = getWeekArray;\nexports.localizedWeekday =

localizedWeekday;\nexports.formatIso = formatIso;\nexports.isEqualDate = isEqualDate;\nexports.isBeforeDate = isBeforeDate;\nexports.isAfterDate = isAfterDate;\nexports.isBetweenDates = isBetweenDates;\nexports.monthDiff = monthDiff;\nexports.yearDiff = yearDiff;\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar dayAbbreviation = ['S', 'M', 'T', 'W', 'T', 'F', 'S'];\nvar dayList = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'];\nvar monthList = ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec'];\nvar monthLongList = ['January', 'February', 'March', 'April', 'May', 'June', 'July', 'August', 'September', 'October', 'November', 'December'];\n\nfunction dateTimeFormat(locale, options) {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(locale === 'en-US', 'Material-UI: The ' + locale + ' locale is not supported by the built-in DateTimeFormat.\\n Use the `DateTimeFormat` prop to supply an alternative implementation.') : void 0;\n\n this.format = function (date) {\n   if (options.month === 'short' && options.weekday === 'short' && options.day === '2-digit') {\n   return dayList[date.getDay()] + ', ' + monthList[date.getMonth()] + ' ' + date.getDate();\n   } else if (options.year === 'numeric' && options.month === 'numeric' && options.day === 'numeric') {\n   return date.getMonth() + 1 + '/' + date.getDate() + '/' + date.getFullYear();\n   } else if (options.year === 'numeric' && options.month === 'long') {\n   return monthLongList[date.getMonth()] + ' ' + date.getFullYear();\n   } else if (options.weekday === 'narrow') {\n   return dayAbbreviation[date.getDay()];\n   } else if (options.year === 'numeric') {\n   return date.getFullYear().toString();\n   } else if (options.day === 'numeric') {\n   return date.getDate();\n   } else {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Wrong usage of DateTimeFormat') : void 0;\n   }\n };\n}\n\nfunction getYear(d) {\n return d.getFullYear();\n}\n\nfunction setYear(d, year) {\n var newDate = cloneDate(d);\n newDate.setFullYear(year);\n return newDate;\n}\n\nfunction addDays(d, days) {\n var newDate = cloneDate(d);\n newDate.setDate(d.getDate() + days);\n return newDate;\n}\n\nfunction addMonths(d, months) {\n var newDate = cloneDate(d);\n newDate.setMonth(d.getMonth() + months);\n return newDate;\n}\n\nfunction addYears(d, years) {\n var newDate = cloneDate(d);\n newDate.setFullYear(d.getFullYear() + years);\n return newDate;\n}\n\nfunction cloneDate(d) {\n return new Date(d.getTime());\n}\n\nfunction cloneAsDate(d) {\n var clonedDate = cloneDate(d);\n clonedDate.setHours(0, 0, 0, 0);\n return clonedDate;\n}\n\nfunction getDaysInMonth(d) {\n var resultDate = getFirstDayOfMonth(d);\n resultDate.setMonth(resultDate.getMonth() + 1);\n resultDate.setDate(resultDate.getDate() - 1);\n return resultDate.getDate();\n}\n\nfunction getFirstDayOfMonth(d) {\n return new Date(d.getFullYear(), d.getMonth(), 1);\n}\n\nfunction getFirstDayOfWeek() {\n var now = new Date();\n return new Date(now.setDate(now.getDate() - now.getDay()));\n}\n\nfunction getWeekArray(d, firstDayOfWeek) {\n var dayArray = [];\n var daysInMonth = getDaysInMonth(d);\n var weekArray = [];\n var week = [];\n\n for (var i = 1; i <= daysInMonth; i++) {\n dayArray.push(new Date(d.getFullYear(), d.getMonth(), i));\n }\n\n var addWeek = function addWeek(week) {\n   var emptyDays = 7 - week.length;\n\n   for (var _i = 0; _i < emptyDays; ++_i) {\n   week[weekArray.length ? 'push' : 'unshift'](null);\n   }\n\n   weekArray.push(week);\n };\n\n dayArray.forEach(function (day) {\n   if (week.length > 0 && day.getDay() === firstDayOfWeek) {\n   addWeek(week);\n   week = [];\n   }\n\n   week.push(day);\n\n   if (dayArray.indexOf(day) === dayArray.length - 1) {\n   addWeek(week);\n   }\n });\n return weekArray;\n}\n\nfunction localizedWeekday(DateTimeFormat, locale, day, firstDayOfWeek) {\n var weekdayFormatter = new DateTimeFormat(locale, {\n   weekday: 'narrow'\n });\n var firstDayDate = getFirstDayOfWeek();\n return weekdayFormatter.format(addDays(firstDayDate, day + firstDayOfWeek));\n} // Convert date to ISO 8601 (YYYY-MM-DD) date string, accounting for current timezone\n\n\nfunction formatIso(date) {\n return new Date(date.toDateString() + ' 12:00:00 +0000').toISOString().substring(0, 10);\n}\n\nfunction isEqualDate(d1, d2) {\n return d1 && d2 && d1.getFullYear() === d2.getFullYear() && d1.getMonth() === d2.getMonth() && d1.getDate() === d2.getDate();\n}\n\nfunction isBeforeDate(d1, d2) {\n var date1 = cloneAsDate(d1);\n var date2 = cloneAsDate(d2);\n return date1.getTime() < date2.getTime();\n}\n\nfunction isAfterDate(d1, d2) {\n var date1 =

cloneAsDate(d1);\n var date2 = cloneAsDate(d2);\n return date1.getTime() > date2.getTime();\n}\n\nfunction isBetweenDates(dateToCheck, startDate, endDate) {\n return !isBeforeDate(dateToCheck, startDate) && !isAfterDate(dateToCheck, endDate);\n}\n\nfunction monthDiff(d1, d2) {\n var m = void 0;\n m = (d1.getFullYear() - d2.getFullYear()) * 12;\n m += d1.getMonth();\n m -= d2.getMonth();\n return m;\n}\n\nfunction yearDiff(d1, d2) {\n return ~~(monthDiff(d1, d2) / 12);\n}\n\nvar defaultUtils = exports.defaultUtils = {\n getYear: getYear,\n setYear: setYear,\n addDays: addDays,\n addMonths: addMonths,\n addYears: addYears,\n getFirstDayOfMonth: getFirstDayOfMonth,\n getWeekArray: getWeekArray,\n monthDiff: monthDiff\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _FlatButton = require('./FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _FlatButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableRowColumn = context.muiTheme.tableRowColumn;\n var styles = {\n   root: {\n   paddingLeft: tableRowColumn.spacing,\n   paddingRight: tableRowColumn.spacing,\n   height: tableRowColumn.height,\n   textAlign: 'left',\n   fontSize: 13,\n   overflow: 'hidden',\n   whiteSpace: 'nowrap',\n   textOverflow: 'ellipsis'\n   }\n };\n\n if (_react2.default.Children.count(props.children) === 1 && !isNaN(props.children)) {\n   styles.textAlign = 'right';\n }\n\n return styles;\n}\n\nvar TableRowColumn = function (_Component) {\n (0, _inherits3.default)(TableRowColumn, _Component);\n\n function TableRowColumn() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, TableRowColumn);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRowColumn.__proto__ || (0, _getPrototypeOf2.default)(TableRowColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   hovered: false\n   }, _this.onClick = function (event) {\n   if (_this.props.onClick) {\n   _this.props.onClick(event, _this.props.columnNumber);\n   }\n   }, _this.onMouseEnter = function (event) {\n   if (_this.props.hoverable) {\n   _this.setState({\n   hovered: true\n   });\n\n   if (_this.props.onHover) {\n   _this.props.onHover(event, _this.props.columnNumber);\n   }\n   }\n   }, _this.onMouseLeave = function (event) {\n   if (_this.props.hoverable) {\n   _this.setState({\n   hovered: false\n   });\n\n   if (_this.props.onHoverExit) {\n   _this.props.onHoverExit(event, _this.props.columnNumber);\n   }\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TableRowColumn, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   className = _props.className,\n   columnNumber = _props.columnNumber,\n   hoverable = _props.hoverable,\n   onClick =

_props.onClick,\n onHover = _props.onHover,\n onHoverExit = _props.onHoverExit,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var handlers = {\n onClick: this.onClick,\n onMouseEnter: this.onMouseEnter,\n onMouseLeave: this.onMouseLeave\n };\n return _react2.default.createElement('td', (0, _extends3.default)({\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, handlers, other), children);\n }\n }]);\n return TableRowColumn;\n}(_react.Component);\n\nTableRowColumn.defaultProps = {\n hoverable: false\n};\nTableRowColumn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableRowColumn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * @ignore\n * Number to identify the header row. This property\n * is automatically populated when used with TableHeader.\n */\n columnNumber: _propTypes2.default.number,\n\n /**\n * @ignore\n * If true, this column responds to hover events.\n */\n hoverable: _propTypes2.default.bool,\n\n /** @ignore */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Callback function for hover exit event.\n */\n onHoverExit: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableRowColumn;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.addHours = addHours;\nexports.addMinutes = addMinutes;\nexports.addSeconds = addSeconds;\nexports.formatTime = formatTime;\nexports.rad2deg = rad2deg;\nexports.getTouchEventOffsetValues = getTouchEventOffsetValues;\nexports.isInner = isInner;\n\nfunction addHours(d, hours) {\n var newDate = clone(d);\n newDate.setHours(d.getHours() + hours);\n return newDate;\n}\n\nfunction addMinutes(d, minutes) {\n var newDate = clone(d);\n newDate.setMinutes(d.getMinutes() + minutes);\n return newDate;\n}\n\nfunction addSeconds(d, seconds) {\n var newDate = clone(d);\n newDate.setSeconds(d.getMinutes() + seconds);\n return newDate;\n}\n\nfunction clone(d) {\n return new Date(d.getTime());\n}\n/**\n * @param date [Date] A Date object.\n * @param format [String] One of 'ampm', '24hr', defaults to 'ampm'.\n * @param pedantic [Boolean] Check time-picker/time-picker.jsx file.\n *\n * @return String A string representing the formatted time.\n */\n\n\nfunction formatTime(date) {\n var format = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'ampm';\n var pedantic = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n if (!date) return '';\n var hours = date.getHours();\n var mins = date.getMinutes().toString();\n\n if (format === 'ampm') {\n var isAM = hours < 12;\n hours = hours % 12;\n var additional = isAM ? ' am' : ' pm';\n hours = (hours || 12).toString();\n if (mins.length < 2) mins = '0' + mins;\n\n if (pedantic) {\n // Treat midday/midnight specially http://www.nist.gov/pml/div688/times.cfm\n if (hours === '12' && mins === '00') {\n return additional === ' pm' ? '12 noon' : '12 midnight';\n }\n }\n\n return hours + (mins === '00' ? '' : ':' + mins) + additional;\n }\n\n hours = hours.toString();\n if (hours.length < 2) hours = '0' + hours;\n if (mins.length < 2) mins = '0' + mins;\n return hours + ':' + mins;\n}\n\nfunction rad2deg(rad) {\n return rad * 57.29577951308232;\n}\n\nfunction getTouchEventOffsetValues(event) {\n var el = event.target;\n var boundingRect = el.getBoundingClientRect();\n return {\n offsetX: event.clientX - boundingRect.left,\n offsetY: event.clientY - boundingRect.top\n };\n}\n\nfunction isInner(props) {\n if (props.type !== 'hour') {\n return false;\n }\n\n return props.value < 1 || props.value > 12;\n}","import baseIsEqual from './_baseIsEqual.js';\n\n/**\n * This method is like `_.isEqual` except that it accepts `customizer` which\n * is invoked to compare values. If `customizer` returns `undefined`, comparisons\n * are handled by the method instead. The `customizer` is invoked with up to\n * six arguments: (objValue, othValue [, index|key, object, other, stack]).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {Function}

[customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * function isGreeting(value) {\n * return /^h(?:i|ello)$/.test(value);\n * }\n *\n * function customizer(objValue, othValue) {\n * if (isGreeting(objValue) && isGreeting(othValue)) {\n * return true;\n * }\n * }\n *\n * var array = ['hello', 'goodbye'];\n * var other = ['hi', 'goodbye'];\n *\n * _.isEqualWith(array, other, customizer);\n * // => true\n */\n\nfunction isEqualWith(value, other, customizer) {\n customizer = typeof customizer == 'function' ? customizer : undefined;\n var result = customizer ? customizer(value,
 other) : undefined;\n return result === undefined ? baseIsEqual(value, other, undefined, customizer) : !!result;\n}\n\nexport default isEqualWith;","import baseFor from './_baseFor.js';\nimport keys from './keys.js';\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n */\n\nfunction baseForOwn(object, iteratee) {\n return object && baseFor(object, iteratee, keys);\n}\n\nexport default baseForOwn;","import Stack from './_Stack.js';\nimport baseIsEqual from './_baseIsEqual.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n/**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param
 {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n */\n\nfunction baseIsMatch(object, source, matchData, customizer) {\n var index = matchData.length,\n length = index,\n noCustomizer = !customizer;\n\n if (object == null) {\n return !length;\n }\n\n object = Object(object);\n\n while (index--) {\n var data = matchData[index];\n\n if (noCustomizer && data[2] ? data[1] !== object[data[0]] : !(data[0] in object)) {\n return false;\n }\n }\n\n while (++index < length) {\n data = matchData[index];\n var key = data[0],\n objValue = object[key],\n srcValue = data[1];\n\n if (noCustomizer && data[2]) {\n if (objValue === undefined && !(key in object)) {\n return false;\n }\n }
 else {\n var stack = new Stack();\n\n if (customizer) {\n var result = customizer(objValue, srcValue, key, object, source, stack);\n }\n\n if (!(result === undefined ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack) : result)) {\n return false;\n }\n }\n }\n\n return true;\n}\n\nexport default baseIsMatch;","import isObject from './isObject.js';\n/**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` if suitable for strict\n * equality comparisons, else `false`.\n */\n\nfunction isStrictComparable(value) {\n return value === value && !isObject(value);\n}\n\nexport default isStrictComparable;","import isStrictComparable from './_isStrictComparable.js';\nimport keys from './keys.js';\n/**\n * Gets the property names, values, and compare flags of `object`.\n *\n
 * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */\n\nfunction getMatchData(object) {\n var result = keys(object),\n length = result.length;\n\n while (length--) {\n var key = result[length],\n value = object[key];\n result[length] = [key, value, isStrictComparable(value)];\n }\n\n return result;\n}\n\nexport default getMatchData;","/**\n * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n return function (object) {\n if (object == null) {\n return false;\n }\n\n return object[key] === srcValue && (srcValue !== undefined || key in Object(object));\n };\n}\n\nexport default matchesStrictComparable;","import
 baseIsMatch from './_baseIsMatch.js';\nimport getMatchData from './_getMatchData.js';\nimport matchesStrictComparable from './_matchesStrictComparable.js';\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to

match.\n * @returns {Function} Returns the new spec function.\n */\n\nfunction baseMatches(source) {\n var matchData = getMatchData(source);\n\n if (matchData.length == 1 && matchData[0][2]) {\n   return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n\n return function (object) {\n   return object === source || baseIsMatch(object, source, matchData);\n };\n}\n\nexport default baseMatches;","import isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\n/** Used to match property names within property paths. */\n\nvar reIsDeepProp = /\\.|\\[(?:[^[\\]]*|([\"'])(?:(?!\\1)[^\\\\]|\\\\.)*?\\1)\\]/,\n   reIsPlainProp = /^\\w*$/;\n/**\n * Checks if `value` is a property name and not a property path.\n *\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\n\nfunction isKey(value, object) {\n if (isArray(value)) {\n   return false;\n }\n\n var type = typeof value;\n\n if (type == 'number' || type == 'symbol' || type == 'boolean' || value == null || isSymbol(value)) {\n   return true;\n }\n\n return reIsPlainProp.test(value) || !reIsDeepProp.test(value) || object != null && value in Object(object);\n}\n\nexport default isKey;","import isArray from './isArray.js';\nimport isKey from './_isKey.js';\nimport stringToPath from './_stringToPath.js';\nimport toString from './toString.js';\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\n\nfunction castPath(value, object) {\n if (isArray(value)) {\n   return value;\n }\n\n return isKey(value, object) ? [value] : stringToPath(toString(value));\n}\n\nexport default castPath;","import castPath from './_castPath.js';\nimport toKey from './_toKey.js';\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\n\nfunction baseGet(object, path) {\n path = castPath(path, object);\n\n var index = 0,\n   length = path.length;\n\n while (object != null && index < length) {\n   object = object[toKey(path[index++])];\n }\n\n return index && index == length ? object : undefined;\n}\n\nexport default baseGet;","import baseGet from './_baseGet.js';\n/**\n * Gets the value at `path` of `object`. If the resolved value is\n * `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n * @example\n *\n * var object = { 'a': [{ 'b': { 'c': 3 } }] };\n *\n * _.get(object, 'a[0].b.c');\n * // => 3\n *\n * _.get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _.get(object, 'a.b.c', 'default');\n * // => 'default'\n */\n\nfunction get(object, path, defaultValue) {\n var result = object == null ? undefined : baseGet(object, path);\n return result === undefined ? defaultValue : result;\n}\n\nexport default get;","/**\n * The base implementation of `_.hasIn` without support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n */\nfunction baseHasIn(object, key) {\n return object != null && key in Object(object);\n}\n\nexport default baseHasIn;","import castPath from './_castPath.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isIndex from './_isIndex.js';\nimport isLength from './isLength.js';\nimport toKey from './_toKey.js';\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\n\nfunction hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n\n var index = -1,\n   length = path.length,\n   result = false;\n\n while (++index < length) {\n   var key = toKey(path[index]);\n\n   if (!(result = object != null && hasFunc(object, key))) {\n   break;\n   }\n\n   object = object[key];\n }\n\n if (result || ++index != length) {\n   return result;\n }\n\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key, length) && (isArray(object) || isArguments(object));\n}\n\nexport default hasPath;","import baseHasIn from './_baseHasIn.js';\nimport hasPath from './_hasPath.js';\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns `true` if

`path` exists, else `false`.\n * @example\n *\n * var object = _.create({ 'a': _.create({ 'b': 2 }) });\n *\n * _.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * // => true\n *\n * _.hasIn(object, 'b');\n * // => false\n */\n\nfunction hasIn(object, path) {\n return object != null && hasPath(object, path, baseHasIn);\n}\n\nexport default hasIn;","import baseIsEqual from './_baseIsEqual.js';\nimport get from './get.js';\nimport hasIn from './hasIn.js';\nimport isKey from './_isKey.js';\nimport isStrictComparable from './_isStrictComparable.js';\nimport matchesStrictComparable from './_matchesStrictComparable.js';\nimport toKey from './_toKey.js';\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n/**\n * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n *\n * @private\n * @param {string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatchesProperty(path, srcValue) {\n if (isKey(path) && isStrictComparable(srcValue)) {\n return matchesStrictComparable(toKey(path), srcValue);\n }\n return function (object) {\n var objValue = get(object, path);\n return objValue === undefined && objValue === srcValue ? hasIn(object, path) : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);\n };\n}\n\nexport default baseMatchesProperty;","/**\n * The base implementation of `_.property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction baseProperty(key) {\n return function (object) {\n return object == null ? undefined : object[key];\n };\n}\n\nexport default baseProperty;","import baseGet from './_baseGet.js';\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\n\nfunction basePropertyDeep(path) {\n return function (object) {\n return baseGet(object, path);\n };\n}\n\nexport default basePropertyDeep;","import baseProperty from './_baseProperty.js';\nimport basePropertyDeep from './_basePropertyDeep.js';\nimport isKey from './_isKey.js';\nimport toKey from './_toKey.js';\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n * { 'a': { 'b': 2 } },\n * { 'a': { 'b': 1 } }\n *];\n *\n * _.map(objects, _.property('a.b'));\n * // => [2, 1]\n *\n * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n */\n\nfunction property(path) {\n return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nexport default property;","import baseMatches from './_baseMatches.js';\nimport baseMatchesProperty from './_baseMatchesProperty.js';\nimport identity from './identity.js';\nimport isArray from './isArray.js';\nimport property from './property.js';\n/**\n * The base implementation of `_.iteratee`.\n *\n * @private\n * @param {*} [value=_.identity] The value to convert to an iteratee.\n * @returns {Function} Returns the iteratee.\n */\n\nfunction baseIteratee(value) {\n // Don't store the `typeof` result in a variable to avoid a JIT bug in Safari 9.\n // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.\n if (typeof value == 'function') {\n return value;\n }\n\n if (value == null) {\n return identity;\n }\n\n if (typeof value == 'object') {\n return isArray(value) ? baseMatchesProperty(value[0], value[1]) : baseMatches(value);\n }\n\n return property(value);\n}\n\nexport default baseIteratee;","import baseAssignValue from './_baseAssignValue.js';\nimport baseForOwn from './_baseForOwn.js';\nimport baseIteratee from './_baseIteratee.js';\n/**\n * Creates an object with the same keys as `object` and values generated\n * by running each own enumerable string keyed property of `object` thru\n * `iteratee`. The iteratee is invoked with three arguments:\n * (value, key, object).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Object\n * @param {Object} object The object to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Object} Returns the new mapped object.\n * @see _.mapKeys\n * @example\n *\n * var users = {\n * 'fred': { 'user': 'fred', 'age': 40 },\n * 'pebbles': { 'user': 'pebbles', 'age': 1 }\n * };\n *\n * _.mapValues(users, function(o) { return o.age; });\n * // => { 'fred': 40, 'pebbles': 1 } (iteration order is not guaranteed)\n *\n * // The `_.property` iteratee shorthand.\n * _.mapValues(users, 'age');\n * // => { 'fred': 40,

'pebbles': 1 } (iteration order is not guaranteed)\n */\n\nfunction mapValues(object, iteratee) {\n var result = {};\n iteratee = baseIteratee(iteratee, 3);\n baseForOwn(object, function
 (value, key, object) {\n   baseAssignValue(result, key, iteratee(value, key, object));\n });\n return result;\n}\n\nexport default mapValues;","'use strict';\n\nvar _slicedToArray = require(\"/Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-app/node_modules/@babel/runtime/helpers/slicedToArray\");\n\nvar _toConsumableArray = require(\"/Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-app/node_modules/@babel/runtime/helpers/toConsumableArray\");\n\nfunction _createForOfIteratorHelper(o, allowArrayLike) { var it = typeof Symbol !== \"undefined\" && o[Symbol.iterator] || o[\"@@iterator\"]; if (!it) { if (Array.isArray(o) || (it = _unsupportedIterableToArray(o)) || allowArrayLike && o && typeof o.length === \"number\") { if (it) o = it; var i = 0; var F = function F() {}; return { s: F, n: function n() { if (i >= o.length) return { done: true }; return { done: false, value: o[i++] }; }, e: function e(_e) { throw _e; }, f: F
 }; } throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\"); } var normalCompletion = true, didErr = false, err; return { s: function s() { it = it.call(o); }, n: function n() { var step = it.next(); normalCompletion = step.done; return step; }, e: function e(_e2) { didErr = true; err = _e2; }, f: function f() { try { if (!normalCompletion && it.return != null) it.return(); } finally { if (didErr) throw err; } } }; }\n\nfunction _unsupportedIterableToArray(o, minLen) { if (!o) return; if (typeof o === \"string\") return _arrayLikeToArray(o, minLen); var n = Object.prototype.toString.call(o).slice(8, -1); if (n === \"Object\" && o.constructor) n = o.constructor.name; if (n === \"Map\" || n === \"Set\") return Array.from(o); if (n === \"Arguments\" || /^(?:Ui|I)nt(?:8|16|32)(?:Clamped)?Array$/.test(n)) return _arrayLikeToArray(o, minLen); }\n\nfunction _arrayLikeToArray(arr, len) { if
 (len == null || len > arr.length) len = arr.length; for (var i = 0, arr2 = new Array(len); i < len; i++) { arr2[i] = arr[i]; } return arr2; }\n\nvar strictUriEncode = require('strict-uri-encode');\n\nvar decodeComponent = require('decode-uri-component');\n\nvar splitOnFirst = require('split-on-first');\n\nvar filterObject = require('filter-obj');\n\nvar isNullOrUndefined = function isNullOrUndefined(value) {\n return value === null || value === undefined;\n};\n\nfunction encoderForArrayFormat(options) {\n switch (options.arrayFormat) {\n   case 'index':\n   return function (key) {\n   return function (result, value) {\n   var index = result.length;\n\n   if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n   return result;\n   }\n\n   if (value === null) {\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[', index, ']'].join('')]);\n   }\n\n
          return [].concat(_toConsumableArray(result), [[encode(key, options), '[', encode(index, options), ']=', encode(value, options)].join('')]);\n   };\n   };\n\n   case 'bracket':\n   return function (key) {\n   return function (result, value) {\n   if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n   return result;\n   }\n\n   if (value === null) {\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[]'].join('')]);\n   }\n\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[]=', encode(value, options)].join('')]);\n   };\n   };\n\n   case 'comma':\n   case 'separator':\n   return function (key) {\n   return function (result, value) {\n   if (value === null || value === undefined || value.length === 0) {\n   return result;\n   }\n\n   if (result.length === 0)
 {\n   return [[encode(key, options), '=', encode(value, options)].join('')];\n   }\n\n   return [[result, encode(value, options)].join(options.arrayFormatSeparator)];\n   };\n   };\n\n   default:\n   return function (key) {\n   return function (result, value) {\n   if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n   return result;\n   }\n\n   if (value === null) {\n   return [].concat(_toConsumableArray(result), [encode(key, options)]);\n   }\n\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '=', encode(value, options)].join('')]);\n   };\n   };\n }\n}\n\nfunction parserForArrayFormat(options) {\n var result;\n\n switch (options.arrayFormat) {\n   case 'index':\n   return function (key, value, accumulator) {\n   result = /\\[(\\d*)\\]$/.exec(key);\n   key =

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key.replace(/\\[\\d*\\]$/, '');\n\n
    if (!result) {\n      accumulator[key] = value;\n      return;\n    }\n\n    if (accumulator[key] ===
undefined) {\n      accumulator[key] = {};\n    }\n\n    accumulator[key][result[1]] = value;\n  };\n\n  case
'bracket':\n    return function (key, value, accumulator) {\n      result = /(\\[\\])$/.exec(key);\n      key =
key.replace(/\\[\\]$/, '');\n\n      if (!result) {\n        accumulator[key] = value;\n        return;\n      }\n\n      if
(accumulator[key] === undefined) {\n        accumulator[key] = [value];\n        return;\n      }\n\n
accumulator[key] = [].concat(accumulator[key], value);\n    };\n\n  case 'comma':\n  case 'separator':\n    return
function (key, value, accumulator) {\n      var isArray = typeof value === 'string' &&
value.includes(options.arrayFormatSeparator);\n      var isEncodedArray = typeof value === 'string' && !isArray
&& decode(value, options).includes(options.arrayFormatSeparator);\n
    value = isEncodedArray ? decode(value, options) : value;\n      var newValue = isArray || isEncodedArray ?
value.split(options.arrayFormatSeparator).map(function (item) {\n        return decode(item, options);\n      }) :
value === null ? value : decode(value, options);\n      accumulator[key] = newValue;\n    };\n\n  default:\n
return function (key, value, accumulator) {\n      if (accumulator[key] === undefined) {\n        accumulator[key] =
value;\n        return;\n      }\n\n      accumulator[key] = [].concat(accumulator[key], value);\n    };\n
}\n}\n\nfunction validateArrayFormatSeparator(value) {\n  if (typeof value !== 'string' || value.length !== 1) {\n
throw new TypeError('arrayFormatSeparator must be single character string');\n  }\n}\n\nfunction encode(value,
options) {\n  if (options.encode) {\n    return options.strict ? strictUriEncode(value) :
encodeURIComponent(value);\n  }\n\n  return value;\n}\n\nfunction decode(value,
 options) {\n  if (options.decode) {\n    return decodeComponent(value);\n  }\n\n  return value;\n}\n\nfunction
keysSorter(input) {\n  if (Array.isArray(input)) {\n    return input.sort();\n  }\n\n  if (typeof input === 'object') {\n
return keysSorter(Object.keys(input)).sort(function (a, b) {\n      return Number(a) - Number(b);\n    }).map(function
(key) {\n      return input[key];\n    });\n  }\n\n  return input;\n}\n\nfunction removeHash(input) {\n  var hashStart =
input.indexOf('#');\n\n  if (hashStart !== -1) {\n    input = input.slice(0, hashStart);\n  }\n\n  return
input;\n}\n\nfunction getHash(url) {\n  var hash = '';\n  var hashStart = url.indexOf('#');\n\n  if (hashStart !== -1) {\n
 hash = url.slice(hashStart);\n  }\n\n  return hash;\n}\n\nfunction extract(input) {\n  input = removeHash(input);\n
var queryStart = input.indexOf('?');\n\n  if (queryStart === -1) {\n    return '';\n  }\n\n  return input.slice(queryStart +
1);\n}\n\nfunction parseValue(value,
 options) {\n  if (options.parseNumbers && !Number.isNaN(Number(value)) && typeof value === 'string' &&
value.trim() !== '') {\n    value = Number(value);\n  } else if (options.parseBooleans && value !== null &&
(value.toLowerCase() === 'true' || value.toLowerCase() === 'false')) {\n    value = value.toLowerCase() === 'true';\n
}\n\n  return value;\n}\n\nfunction parse(query, options) {\n  options = Object.assign({\n    decode: true,\n    sort:
true,\n    arrayFormat: 'none',\n    arrayFormatSeparator: ',',\n    parseNumbers: false,\n    parseBooleans: false\n  },
options);\n  validateArrayFormatSeparator(options.arrayFormatSeparator);\n  var formatter =
parserForArrayFormat(options); // Create an object with no prototype\n\n  var ret = Object.create(null);\n\n  if
(typeof query !== 'string') {\n    return ret;\n  }\n\n  query = query.trim().replace(/^[?#&]/, '');\n\n  if (!query) {\n
return ret;\n  }\n\n  var _iterator = _createForOfIteratorHelper(query.split('&')),\n      _step;\n\n
  try {\n    for (_iterator.s(); !(_step = _iterator.n()).done;) {\n      var param = _step.value;\n\n      if (param === '')
{\n        continue;\n      }\n\n      var _splitOnFirst = splitOnFirst(options.decode ? param.replace(/\\+/g, ' ') : param,
'='),\n          _splitOnFirst2 = _slicedToArray(_splitOnFirst, 2),\n          _key = _splitOnFirst2[0],\n          _value =
_splitOnFirst2[1]; // Missing `=` should be `null`:\n      // http://w3.org/TR/2012/WD-url-20120524/#collect-url-
parameters\n\n\n      _value = _value === undefined ? null : ['comma', 'separator'].includes(options.arrayFormat) ?
_value : decode(_value, options);\n      formatter(decode(_key, options), _value, ret);\n    }\n  } catch (err) {\n
_iterator.e(err);\n  } finally {\n    _iterator.f();\n  }\n\n  for (var _i = 0, _Object$keys = Object.keys(ret); _i <
_Object$keys.length; _i++) {\n    var key = _Object$keys[_i];\n    var value = ret[key];\n\n    if (typeof value ===
'object' && value !== null) {\n      for
 (var _i2 = 0, _Object$keys2 = Object.keys(value); _i2 < _Object$keys2.length; _i2++) {\n        var k =
_Object$keys2[_i2];\n        value[k] = parseValue(value[k], options);\n      }\n    } else {\n      ret[key] =
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parseValue(value, options);\n }\n }\n\n if (options.sort === false) {\n return ret;\n }\n\n return (options.sort === true ? Object.keys(ret).sort() : Object.keys(ret).sort(options.sort)).reduce(function (result, key) {\n var value = ret[key];\n\n if (Boolean(value) && typeof value === 'object' && !Array.isArray(value)) {\n   // Sort object keys, not values\n   result[key] = keysSorter(value);\n } else {\n   result[key] = value;\n }\n\n return result;\n }, Object.create(null));\n}\n\nexports.extract = extract;\nexports.parse = parse;\n\nexports.stringify = function (object, options) {\n if (!object) {\n return '';\n }\n\n options = Object.assign({\n encode: true,\n strict: true,\n arrayFormat: 'none',\n arrayFormatSeparator: ','\n }, options);\n validateArrayFormatSeparator(options.arrayFormatSeparator);\n\n var shouldFilter = function shouldFilter(key) {\n return options.skipNull && isNullOrUndefined(object[key]) || options.skipEmptyString && object[key] === '';\n };\n\n var formatter = encoderForArrayFormat(options);\n var objectCopy = {};\n\n for (var _i3 = 0, _Object$keys3 = Object.keys(object); _i3 < _Object$keys3.length; _i3++) {\n var key = _Object$keys3[_i3];\n\n if (!shouldFilter(key)) {\n   objectCopy[key] = object[key];\n }\n }\n\n var keys = Object.keys(objectCopy);\n\n if (options.sort !== false) {\n keys.sort(options.sort);\n }\n\n return keys.map(function (key) {\n var value = object[key];\n\n if (value === undefined) {\n   return '';\n }\n\n if (value === null) {\n   return encode(key, options);\n }\n\n if (Array.isArray(value)) {\n   return value.reduce(formatter(key), []).join('&');\n }\n\n return encode(key, options) + '=' + encode(value, options);\n }).filter(function (x) {\n return x.length > 0;\n }).join('&');\n};\n\nexports.parseUrl = function (url, options) {\n options = Object.assign({\n decode: true\n }, options);\n\n var _splitOnFirst3 = splitOnFirst(url, '#'),\n _splitOnFirst4 = _slicedToArray(_splitOnFirst3, 2),\n url_ = _splitOnFirst4[0],\n hash = _splitOnFirst4[1];\n\n return Object.assign({\n url: url_.split('?')[0] || '',\n query: parse(extract(url), options)\n }, options && options.parseFragmentIdentifier && hash ? {\n fragmentIdentifier: decode(hash, options)\n } : {});\n};\n\nexports.stringifyUrl = function (object, options) {\n options = Object.assign({\n encode: true,\n strict: true\n }, options);\n var url = removeHash(object.url).split('?')[0] || '';\n var queryFromUrl = exports.extract(object.url);\n var parsedQueryFromUrl = exports.parse(queryFromUrl, {\n sort: false\n });\n var query = Object.assign(parsedQueryFromUrl, object.query);\n var queryString = exports.stringify(query, options);\n\n if (queryString) {\n queryString = \"?\".concat(queryString);\n }\n\n var hash = getHash(object.url);\n\n if (object.fragmentIdentifier) {\n hash = \"#\".concat(encode(object.fragmentIdentifier, options));\n }\n\n return \"\".concat(url).concat(queryString).concat(hash);\n};\n\nexports.pick = function (input, filter, options) {\n options = Object.assign({\n parseFragmentIdentifier: true\n }, options);\n\n var _exports$parseUrl = exports.parseUrl(input, options),\n url = _exports$parseUrl.url,\n query = _exports$parseUrl.query,\n fragmentIdentifier = _exports$parseUrl.fragmentIdentifier;\n\n return exports.stringifyUrl({\n url: url,\n query: filterObject(query, filter),\n fragmentIdentifier: fragmentIdentifier\n }, options);\n};\n\nexports.exclude = function (input, filter, options) {\n var exclusionFilter = Array.isArray(filter) ? function (key) {\n return !filter.includes(key);\n } : function (key, value) {\n return !filter(key, value);\n };\n return exports.pick(input, exclusionFilter, options);\n};","module.exports = true;","var id = 0;\nvar px = Math.random();\n\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};","exports.f = {}.propertyIsEnumerable;","'use strict';\n\nvar $at = require('./_string-at')(true); // 21.1.3.27 String.prototype[@@iterator]()\n\n\nrequire('./_iter-define')(String, 'String', function (iterated) {\n this._t = String(iterated); // target\n\n this._i = 0; // next index\n // 21.1.5.2.1 %StringIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var index = this._i;\n var point;\n if (index >= O.length) return {\n value: undefined,\n done: true\n };\n point = $at(O, index);\n this._i += point.length;\n return {\n value: point,\n done: false\n };\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n once: function once(el, type, callback) {\n var typeArray = type ? type.split(' ') : [];\n\n var recursiveFunction = function recursiveFunction(event) {\n   event.target.removeEventListener(event.type, recursiveFunction);\n   return callback(event);\n };\n\n for (var i = typeArray.length - 1; i >= 0; i--) {\n   this.on(el, typeArray[i], recursiveFunction);\n }\n },\n on: function

on(el, type, callback) {\n if (el.addEventListener) {\n el.addEventListener(type, callback);\n } else {\n // IE8+ Support\n el.attachEvent('on' + type, function () {\n callback.call(el);\n });\n }\n },\n off: function off(el, type, callback) {\n if (el.removeEventListener) {\n el.removeEventListener(type, callback);\n } else {\n // IE8+ Support\n el.detachEvent('on' + type, callback);\n }\n },\n isKeyboard: function isKeyboard(event) {\n return ['keydown', 'keypress',
 'keyup'].indexOf(event.type) !== -1;\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _FontIcon = require('./FontIcon');\n\nvar _FontIcon2 = _interopRequireDefault(_FontIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _FontIcon2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _toArray2 = require('babel-runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
 _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar
 _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _ClickAwayListener = require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _List = require('../List/List');\n\nvar _List2 = _interopRequireDefault(_List);\n\nvar _menuUtils = require('./menuUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var desktop = props.desktop,\n maxHeight = props.maxHeight,\n width = props.width;\n var muiTheme = context.muiTheme;\n var styles = {\n root: {\n // Nested div because the List scales x faster than
 it scales y\n zIndex: muiTheme.zIndex.menu,\n maxHeight: maxHeight,\n overflowY: maxHeight ? 'auto' : null\n },\n divider: {\n marginTop: 7,\n marginBottom: 8\n },\n list: {\n display: 'table-cell',\n paddingBottom: desktop ? 16 : 8,\n paddingTop: desktop ? 16 : 8,\n userSelect: 'none',\n width: width\n },\n selectedMenuItem: {\n color: muiTheme.menuItem.selectedTextColor\n }\n };\n return styles;\n}\n\nvar Menu = function (_Component) {\n (0, _inherits3.default)(Menu, _Component);\n\n function Menu(props, context) {\n (0, _classCallCheck3.default)(this, Menu);\n\n var _this = (0, _possibleConstructorReturn3.default)(this, (Menu.__proto__ || (0, _getPrototypeOf2.default)(Menu)).call(this, props, context));\n\n _initialiseProps.call(_this);\n\n var filteredChildren = _this.getFilteredChildren(props.children);\n\n var selectedIndex = _this.getLastSelectedIndex(props, filteredChildren);\n\n
  var newFocusIndex = props.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n if (newFocusIndex !== -1 && props.onMenuItemFocusChange) {\n props.onMenuItemFocusChange(null,

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newFocusIndex);\n  }\n\n  _this.state = {\n    focusIndex: newFocusIndex,\n    isKeyboardFocused:
props.initiallyKeyboardFocused,\n    keyWidth: props.desktop ? 64 : 56\n  };\n  _this.hotKeyHolder = new
_menuUtils.HotKeyHolder();\n  return _this;\n  }\n\n  (0, _createClass3.default)(Menu, [{\n  key:
'componentDidMount',\n  value: function componentDidMount() {\n    if (this.props.autoWidth) {\n
this.setWidth();\n    }\n\n    this.setScollPosition();\n  }\n  }, {\n  key: 'componentWillReceiveProps',\n  value:
function componentWillReceiveProps(nextProps) {\n    var selectedIndex = void 0;\n    var filteredChildren =
this.getFilteredChildren(nextProps.children);\n\n    if (this.props.multiple !== true) {\n      selectedIndex =
this.getLastSelectedIndex(nextProps,
 filteredChildren);\n    } else {\n      selectedIndex = this.state.focusIndex;\n    }\n\n    var newFocusIndex =
nextProps.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n    if (newFocusIndex !==
this.state.focusIndex && this.props.onMenuItemFocusChange) {\n      this.props.onMenuItemFocusChange(null,
newFocusIndex);\n    }\n\n    this.setState({\n      focusIndex: newFocusIndex,\n      keyWidth:
nextProps.desktop ? 64 : 56\n    });\n  }\n  }, {\n  key: 'shouldComponentUpdate',\n  value: function
shouldComponentUpdate(nextProps, nextState, nextContext) {\n    return !(0, _shallowEqual2.default)(this.props,
nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context,
nextContext);\n  }\n  }, {\n  key: 'componentDidUpdate',\n  value: function componentDidUpdate() {\n    if
(this.props.autoWidth) this.setWidth();\n  }\n  }, {\n  key: 'getValueLink',\n  // Do
 not use outside of this component, it will be removed once valueLink is deprecated\n  value: function
getValueLink(props) {\n    return props.valueLink || {\n      value: props.value,\n      requestChange:
props.onChange\n    };\n  }\n  }, {\n  key: 'setKeyboardFocused',\n  value: function
setKeyboardFocused(keyboardFocused) {\n    this.setState({\n      isKeyboardFocused: keyboardFocused\n
});\n  }\n  }, {\n  key: 'getFilteredChildren',\n  value: function getFilteredChildren(children) {\n    var
filteredChildren = [];\n\n    _react2.default.Children.forEach(children, function (child) {\n      if (child) {\n
filteredChildren.push(child);\n      }\n    });\n\n    return filteredChildren;\n  }\n  }, {\n  key:
'cloneMenuItem',\n  value: function cloneMenuItem(child, childIndex, styles, index) {\n    var _this2 = this;\n\n
var childIsDisabled = child.props.disabled;\n    var selectedChildStyles = {};\n\n    if (!childIsDisabled)
 {\n      var selected = this.isChildSelected(child, this.props);\n\n      if (selected) {\n        (0,
_simpleAssign2.default)(selectedChildStyles, styles.selectedMenuItem, this.props.selectedMenuItemStyle);\n
}\n    }\n\n    var mergedChildStyles = (0, _simpleAssign2.default)({}, child.props.style,
this.props.menuItemStyle, selectedChildStyles);\n    var extraProps = {\n      desktop: this.props.desktop,\n
style: mergedChildStyles\n    };\n\n    if (!childIsDisabled) {\n      var isFocused = childIndex ===
this.state.focusIndex;\n      var focusState = 'none';\n\n      if (isFocused) {\n        focusState =
this.state.isKeyboardFocused ? 'keyboard-focused' : 'focused';\n      }\n\n      (0,
_simpleAssign2.default)(extraProps, {\n        focusState: focusState,\n        onClick: function onClick(event) {\n
      _this2.handleMenuItemClick(event, child, index);\n\n          if (child.props.onClick)
child.props.onClick(event);\n
        },\n        ref: isFocused ? 'focusedMenuItem' : null\n      });\n    }\n\n    return
_react2.default.cloneElement(child, extraProps);\n  }\n  }, {\n  key: 'decrementKeyboardFocusIndex',\n  value:
function decrementKeyboardFocusIndex(event) {\n    var index = this.state.focusIndex;\n    index--;\n    if (index
< 0) index = 0;\n    this.setFocusIndex(event, index, true);\n  }\n  }, {\n  key: 'getMenuItemCount',\n  value:
function getMenuItemCount(filteredChildren) {\n    var menuItemCount = 0;\n
filteredChildren.forEach(function (child) {\n      var childIsADivider = child.type && child.type.muiName ===
'Divider';\n      var childIsDisabled = child.props.disabled;\n      if (!childIsADivider && !childIsDisabled)
menuItemCount++;\n    });\n    return menuItemCount;\n  }\n  }, {\n  key: 'getLastSelectedIndex',\n  value:
function getLastSelectedIndex(props, filteredChildren) {\n    var _this3 = this;\n\n    var selectedIndex
 = -1;\n    var menuItemIndex = 0;\n    filteredChildren.forEach(function (child) {\n      var childIsADivider =
child.type && child.type.muiName === 'Divider';\n      if (_this3.isChildSelected(child, props)) selectedIndex =
menuItemIndex;\n      if (!childIsADivider) menuItemIndex++;\n    });\n    return selectedIndex;\n  }\n  }, {\n
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key: 'setFocusIndexStartsWith',\n    value: function setFocusIndexStartsWith(event, keys, filteredChildren) {\n var foundIndex = -1;\n\n      _react2.default.Children.forEach(filteredChildren, function (child, index) {\n        if (foundIndex >= 0) {\n          return;\n        }\n\n        var primaryText = child.props.primaryText;\n\n        if (typeof primaryText === 'string' && primaryText.substr(0, keys.length).toLowerCase() === keys.toLowerCase()) {\n foundIndex = index;\n        }\n      });\n\n      if (foundIndex >= 0) {\n        this.setFocusIndex(event, foundIndex, true);\n        return true;\n      }\n\n
    return false;\n    }\n  }, {\n    key: 'handleMenuItemClick',\n    value: function handleMenuItemClick(event, item, index) {\n      var children = this.props.children;\n      var multiple = this.props.multiple;\n      var valueLink = this.getValueLink(this.props);\n      var menuValue = valueLink.value;\n      var itemValue = item.props.value;\n var focusIndex = _react2.default.isValidElement(children) ? 0 : children.indexOf(item);\n this.setFocusIndex(event, focusIndex, false);\n\n      if (multiple) {\n        menuValue = menuValue || [];\n        var itemIndex = menuValue.indexOf(itemValue);\n\n        var _menuValue = menuValue,\n            _menuValue2 = (0, _toArray3.default)(_menuValue),\n            newMenuValue = _menuValue2.slice(0);\n\n        if (itemIndex === -1) {\n          newMenuValue.push(itemValue);\n        } else {\n          newMenuValue.splice(itemIndex, 1);\n        }\n\n
    valueLink.requestChange(event, newMenuValue);\n      } else if (!multiple
 && itemValue !== menuValue) {\n        valueLink.requestChange(event, itemValue);\n      }\n\n
this.props.onItemClick(event, item, index);\n    }\n  }, {\n    key: 'incrementKeyboardFocusIndex',\n    value: function incrementKeyboardFocusIndex(event, filteredChildren) {\n      var index = this.state.focusIndex;\n      var maxIndex = this.getMenuItemCount(filteredChildren) - 1;\n      index++;\n      if (index > maxIndex) index = maxIndex;\n      this.setFocusIndex(event, index, true);\n    }\n  }, {\n    key: 'isChildSelected',\n    value: function isChildSelected(child, props) {\n      var menuValue = this.getValueLink(props).value;\n      var childValue = child.props.value;\n\n      if (props.multiple) {\n        return menuValue && menuValue.length && menuValue.indexOf(childValue) !== -1;\n      } else {\n        return child.props.hasOwnProperty('value') && menuValue === childValue;\n      }\n    }\n  }, {\n    key: 'setFocusIndex',\n    value: function setFocusIndex(event, newIndex, isKeyboardFocused) {\n      if (this.props.onMenuItemFocusChange) {\n        // Do this even if `newIndex === this.state.focusIndex` to allow users\n        // to detect up-arrow on the first MenuItem or down-arrow on the last.\n        this.props.onMenuItemFocusChange(event, newIndex);\n      }\n\n      this.setState({\n focusIndex: newIndex,\n        isKeyboardFocused: isKeyboardFocused\n      });\n    }\n  }, {\n    key: 'setScollPosition',\n    value: function setScollPosition() {\n      var desktop = this.props.desktop;\n      var focusedMenuItem = this.refs.focusedMenuItem;\n      var menuItemHeight = desktop ? 32 : 48;\n\n      if (focusedMenuItem) {\n        var selectedOffSet = _reactDom2.default.findDOMNode(focusedMenuItem).offsetTop; // Make the focused item be the 2nd item in the list the user sees\n\n\n        var scrollTop = selectedOffSet - menuItemHeight;\n        if (scrollTop < menuItemHeight) scrollTop = 0;\n _reactDom2.default.findDOMNode(this.refs.scrollContainer).scrollTop
 = scrollTop;\n      }\n    }\n  }, {\n    key: 'cancelScrollEvent',\n    value: function cancelScrollEvent(event) {\n event.stopPropagation();\n      event.preventDefault();\n      return false;\n    }\n  }, {\n    key: 'setWidth',\n    value: function setWidth() {\n      var el = _reactDom2.default.findDOMNode(this);\n\n      var listEl = _reactDom2.default.findDOMNode(this.refs.list);\n\n      var elWidth = el.offsetWidth;\n      var keyWidth = this.state.keyWidth;\n      var minWidth = keyWidth * 1.5;\n      var keyIncrements = elWidth / keyWidth;\n      var newWidth = void 0;\n      keyIncrements = keyIncrements <= 1.5 ? 1.5 : Math.ceil(keyIncrements);\n      newWidth = keyIncrements * keyWidth;\n      if (newWidth < minWidth) newWidth = minWidth;\n      el.style.width = newWidth + 'px';\n      listEl.style.width = newWidth + 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this4 = this;\n\n      var _props
 = this.props,\n          autoWidth = _props.autoWidth,\n          children = _props.children,\n          desktop = _props.desktop,\n          disableAutoFocus = _props.disableAutoFocus,\n          initiallyKeyboardFocused = _props.initiallyKeyboardFocused,\n          listStyle = _props.listStyle,\n          maxHeight = _props.maxHeight,\n
 multiple = _props.multiple,\n          onItemClick = _props.onItemClick,\n          onEscKeyDown = _props.onEscKeyDown,\n          onMenuItemFocusChange = _props.onMenuItemFocusChange,\n
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selectedMenuItemStyle = _props.selectedMenuItemStyle,\n menuItemStyle = _props.menuItemStyle,\n style = _props.style,\n value = _props.value,\n valueLink = _props.valueLink,\n width = _props.width,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoWidth', 'children', 'desktop', 'disableAutoFocus', 'initiallyKeyboardFocused', 'listStyle', 'maxHeight', 'multiple', 'onItemClick', 'onEscKeyDown', 'onMenuItemFocusChange', 'selectedMenuItemStyle', 'menuItemStyle', 'style', 'value', 'valueLink', 'width']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var mergedListStyles = (0, _simpleAssign2.default)(styles.list, listStyle);\n var filteredChildren = this.getFilteredChildren(children);\n var menuItemIndex = 0;\n\n var newChildren = _react2.default.Children.map(filteredChildren, function (child, index) {\n var childIsDisabled = child.props.disabled;\n var childName = child.type ? child.type.muiName : '';\n var newChild = child;\n\n switch (childName) {\n case 'MenuItem':\n newChild = _this4.cloneMenuItem(child, menuItemIndex, styles, index);\n break;\n\n case 'Divider':\n newChild = _react2.default.cloneElement(child, {\n style: (0, _simpleAssign2.default)({}, styles.divider, child.props.style)\n });\n break;\n }\n\n if (childName === 'MenuItem' && !childIsDisabled) {\n menuItemIndex++;\n }\n\n return newChild;\n });\n\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: this.handleClickAway\n }, _react2.default.createElement('div', {\n onKeyDown: this.handleKeyDown,\n onWheel: this.handleOnWheel,\n style: prepareStyles(mergedRootStyles),\n ref: 'scrollContainer',\n role: 'presentation'\n }, _react2.default.createElement(_List2.default, (0, _extends3.default)({}, other, {\n ref: 'list',\n style: mergedListStyles,\n role: 'menu'\n }), newChildren)));\n }\n }]);\n return Menu;\n}(_react.Component);\n\nMenu.defaultProps = {\n autoWidth: true,\n desktop: false,\n disableAutoFocus: false,\n initiallyKeyboardFocused: false,\n maxHeight: null,\n multiple: false,\n onChange: function onChange() {},\n onEscKeyDown: function onEscKeyDown() {},\n onItemClick: function onItemClick() {},\n onKeyDown: function onKeyDown() {}\n};\nMenu.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nvar _initialiseProps = function _initialiseProps() {\n var _this5 = this;\n\n this.handleClickAway = function (event) {\n if (event.defaultPrevented) {\n return;\n }\n\n var focusIndex = _this5.state.focusIndex;\n\n if (focusIndex < 0) {\n return;\n }\n\n var filteredChildren = _this5.getFilteredChildren(_this5.props.children);\n\n var focusedItem = filteredChildren[focusIndex];\n\n if (!!focusedItem && focusedItem.props.menuItems && focusedItem.props.menuItems.length > 0) {\n return;\n }\n\n _this5.setFocusIndex(event, -1, false);\n };\n\n this.handleKeyDown = function (event) {\n var filteredChildren = _this5.getFilteredChildren(_this5.props.children);\n\n var key = (0, _keycode2.default)(event);\n\n switch (key) {\n case 'down':\n event.preventDefault();\n\n _this5.incrementKeyboardFocusIndex(event, filteredChildren);\n\n break;\n\n case 'esc':\n _this5.props.onEscKeyDown(event);\n\n break;\n\n case 'tab':\n event.preventDefault();\n\n if (event.shiftKey) {\n _this5.decrementKeyboardFocusIndex(event);\n } else {\n _this5.incrementKeyboardFocusIndex(event, filteredChildren);\n }\n\n break;\n\n case 'up':\n event.preventDefault();\n\n _this5.decrementKeyboardFocusIndex(event);\n\n break;\n\n default:\n if (key && key.length === 1) {\n var hotKeys = _this5.hotKeyHolder.append(key);\n\n if (_this5.setFocusIndexStartsWith(event, hotKeys, filteredChildren)) {\n event.preventDefault();\n }\n }\n\n }\n\n _this5.props.onKeyDown(event);\n };\n\n this.handleOnWheel = function (event) {\n var scrollContainer = _this5.refs.scrollContainer; // Only scroll lock if the the Menu is scrollable.\n\n if (scrollContainer.scrollHeight <= scrollContainer.clientHeight) return;\n var scrollTop = scrollContainer.scrollTop,\n scrollHeight = scrollContainer.scrollHeight,\n clientHeight = scrollContainer.clientHeight;\n var wheelDelta = event.deltaY;\n var isDeltaPositive = wheelDelta > 0;\n\n if (isDeltaPositive && wheelDelta > scrollHeight - clientHeight - scrollTop) {\n scrollContainer.scrollTop = scrollHeight;\n return _this5.cancelScrollEvent(event);\n } else if (!isDeltaPositive && -wheelDelta > scrollTop) {\n scrollContainer.scrollTop = 0;\n return _this5.cancelScrollEvent(event);\n }\n
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};\n};\n\nMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, the width of the menu will be set automatically\n * according to the widths of its children,\n
* using proper keyline increments (64px for desktop,\n * 56px otherwise).\n */\n autoWidth: _propTypes2.default.bool,\n\n /**\n * The content of the menu. This is usually used to pass `MenuItem`\n * elements.\n */\n children: _propTypes2.default.node,\n\n /**\n * If true, the menu item will render with compact desktop styles.\n */\n desktop: _propTypes2.default.bool,\n\n /**\n * If true, the menu will not be auto-focused.\n */\n disableAutoFocus: _propTypes2.default.bool,\n\n /**\n * If true, the menu will be keyboard-focused initially.\n */\n initiallyKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The maximum height of the menu in pixels. If specified,\n * the menu will be scrollable if it is taller than the provided\n * height.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the
inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * Callback function fired when a menu item with `value` not\n * equal to the current `value` of the menu is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is focused and the *Esc* key\n * is pressed.\n *\n * @param {object} event `keydown` event targeting the menu.\n */\n onEscKeyDown: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item
is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n * @param {object} menuItem The menu item.\n * @param {number} index The index of the menu item.\n */\n onItemClick: _propTypes2.default.func,\n\n /** @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /**\n * Callback function fired when the focus on a `MenuItem` is changed.\n * There will be some \"duplicate\" changes reported if two different\n * focusing event happen, for example if a `MenuItem` is focused via\n * the keyboard and then it is clicked on.\n *\n * @param {object} event The event that triggered the focus change.\n * The event can be null since the focus can be changed for non-event\n * reasons such as prop changes.\n * @param {number} newFocusIndex The index of the newly focused\n * `MenuItem` or `-1` if focus was lost.\n */\n onMenuItemFocusChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n
selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled component.\n * This component also supports valueLink.\n */\n value: _propTypes2.default.any,\n\n /**\n * ValueLink for the menu's `value`.\n */\n valueLink: _propTypes2.default.object,\n\n /**\n * The width of the menu. If not specified, the menu's width\n * will be set according to the widths of its children, using\n * proper keyline increments (64px for desktop, 56px otherwise).\n */\n width: _propTypes4.default.stringOrNumber\n} : {};\nexports.default = Menu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _MenuItem = require('./MenuItem');\n\nvar
_MenuItem2 = _interopRequireDefault(_MenuItem);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _MenuItem2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _expandLess = require('../svg-icons/navigation/expand-less');\n\nvar _expandLess2 = _interopRequireDefault(_expandLess);\n\nvar _expandMore = require('../svg-icons/navigation/expand-more');\n\nvar _expandMore2 = _interopRequireDefault(_expandMore);\n\nvar _NestedList = require('./NestedList');\n\nvar _NestedList2 = _interopRequireDefault(_NestedList);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var autoGenerateNestedIndicator = props.autoGenerateNestedIndicator,\n insetChildren = props.insetChildren,\n   leftAvatar = props.leftAvatar,\n   leftCheckbox = props.leftCheckbox,\n   leftIcon = props.leftIcon,\n   nestedItems = props.nestedItems,\n   nestedLevel = props.nestedLevel,\n   rightAvatar = props.rightAvatar,\n   rightIcon = props.rightIcon,\n   rightIconButton = props.rightIconButton,\n   rightToggle = props.rightToggle,\n   secondaryText = props.secondaryText,\n   secondaryTextLines = props.secondaryTextLines;\n var muiTheme = context.muiTheme;\n var listItem = muiTheme.listItem;\n var textColor = muiTheme.baseTheme.palette.textColor;\n var hoverColor = props.hoverColor || (0, _colorManipulator.fade)(textColor, 0.1);\n var singleAvatar = !secondaryText && (leftAvatar || rightAvatar);\n var singleNoAvatar = !secondaryText && !(leftAvatar || rightAvatar);\n var twoLine = secondaryText && secondaryTextLines === 1;\n var threeLine = secondaryText && secondaryTextLines > 1;\n var isKeyboardFocused = (props.isKeyboardFocused !== undefined ? props : state).isKeyboardFocused;\n var styles = {\n   root: {\n   backgroundColor: (isKeyboardFocused\n || state.hovered) && !state.rightIconButtonHovered && !state.rightIconButtonKeyboardFocused ? hoverColor : null,\n   color: textColor,\n   display: 'block',\n   fontSize: 16,\n   lineHeight: '16px',\n   position: 'relative',\n   transition: _transitions2.default.easeOut()\n   },\n   // This inner div is needed so that ripples will span the entire container\n   innerDiv: {\n   marginLeft: nestedLevel * listItem.nestedLevelDepth,\n   paddingLeft: leftIcon || leftAvatar || leftCheckbox || insetChildren ? 72 : 16,\n   paddingRight: rightIcon || rightAvatar || rightIconButton || nestedItems.length && autoGenerateNestedIndicator ? 56 : rightToggle ? 72 : 16,\n   paddingBottom: singleAvatar ? 20 : 16,\n   paddingTop: singleNoAvatar || threeLine ? 16 : 20,\n   position: 'relative'\n   },\n   icons: {\n   height: 24,\n   width: 24,\n   display: 'block',\n   position: 'absolute',\n   top: twoLine ? 12 : singleAvatar ? 4 : 0,\n   margin:
 12\n   },\n   leftIcon: {\n   left: 4\n   },\n   rightIcon: {\n   right: 4\n   },\n   avatars: {\n   position: 'absolute',\n   top: singleAvatar ? 8 : 16\n   },\n   label: {\n   cursor: 'pointer'\n   },\n   leftAvatar: {\n   left: 16\n   },\n   rightAvatar: {\n   right: 16\n   },\n   leftCheckbox: {\n   position: 'absolute',\n   display: 'block',\n   width: 24,\n   top: twoLine ? 24 : singleAvatar ? 16 : 12,\n   left: 16\n   },\n   primaryText: {},\n   rightIconButton: {\n   position: 'absolute',\n   display: 'block',\n   top: twoLine ? 12 : singleAvatar ? 4 : 0,\n   right: 4\n   },\n   rightToggle: {\n   position: 'absolute',\n   display: 'block',\n   width: 54,\n   top: twoLine ? 25 : singleAvatar ? 17 : 13,\n   right: 8\n   },\n   secondaryText: {\n   fontSize: 14,\n   lineHeight: threeLine ?

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'18px' : '16px',\n      height: threeLine ? 36 : 16,\n      margin: 0,\n      marginTop: 4,\n      color:
 listItem.secondaryTextColor,\n      // needed for 2 and 3 line ellipsis\n      overflow: 'hidden',\n      textOverflow:
'ellipsis',\n      whiteSpace: threeLine ? null : 'nowrap',\n      display: threeLine ? '-webkit-box' : null,\n
WebkitLineClamp: threeLine ? 2 : null,\n      WebkitBoxOrient: threeLine ? 'vertical' : null\n    }\n  };\n  return
styles;\n}\n\nvar ListItem = function (_Component) {\n  (0, _inherits3.default)(ListItem, _Component);\n\n
function ListItem() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
ListItem);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = ListItem.__proto__ || (0,
_getPrototypeOf2.default)(ListItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false,\n      isKeyboardFocused: false,\n
    open: false,\n      rightIconButtonHovered: false,\n      rightIconButtonKeyboardFocused: false,\n      touch:
false\n    }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n      _this.setState({\n
isKeyboardFocused: isKeyboardFocused\n      });\n\n      _this.props.onKeyboardFocus(event,
isKeyboardFocused);\n    }, _this.handleMouseEnter = function (event) {\n      if (!_this.state.touch)
_this.setState({\n        hovered: true\n      });\n\n      _this.props.onMouseEnter(event);\n    },
_this.handleMouseLeave = function (event) {\n      _this.setState({\n        hovered: false\n      });\n\n
_this.props.onMouseLeave(event);\n    }, _this.handleClick = function (event) {\n      if (_this.props.onClick) {\n
_this.props.onClick(event);\n      }\n\n      if (_this.props.primaryTogglesNestedList) {\n
_this.handleNestedListToggle(event);\n      }\n    }, _this.handleNestedListToggle = function (event) {\n      if
(_this.props.leftCheckbox)
 {\n        event.preventDefault();\n      }\n\n      event.stopPropagation();\n\n      if (_this.props.open === null) {\n
_this.setState({\n          open: !_this.state.open\n        }, function () {\n
_this.props.onNestedListToggle(_this);\n        });\n      } else {\n        // Exposing `this` in the callback is quite a bad
API.\n        // I'm doing a one level deep clone to expose a fake state.open.\n        _this.props.onNestedListToggle((0,
_extends3.default)({}, _this, {\n          state: {\n            open: !_this.state.open\n          }\n        }));\n      }\n    },
_this.handleRightIconButtonKeyboardFocus = function (event, isKeyboardFocused) {\n      if (isKeyboardFocused)
{\n        _this.setState({\n          isKeyboardFocused: false,\n          rightIconButtonKeyboardFocused:
isKeyboardFocused\n        });\n      }\n\n      var iconButton = _this.props.rightIconButton;\n      if (iconButton &&
iconButton.props.onKeyboardFocus) iconButton.props.onKeyboardFocus(event,
 isKeyboardFocused);\n    }, _this.handleRightIconButtonMouseLeave = function (event) {\n      var iconButton =
_this.props.rightIconButton;\n\n      _this.setState({\n        rightIconButtonHovered: false\n      });\n\n      if
(iconButton && iconButton.props.onMouseLeave) iconButton.props.onMouseLeave(event);\n    },
_this.handleRightIconButtonMouseEnter = function (event) {\n      var iconButton =
_this.props.rightIconButton;\n\n      _this.setState({\n        rightIconButtonHovered: true\n      });\n\n      if
(iconButton && iconButton.props.onMouseEnter) iconButton.props.onMouseEnter(event);\n    },
_this.handleRightIconButtonMouseUp = function (event) {\n      var iconButton = _this.props.rightIconButton;\n
event.stopPropagation();\n      if (iconButton && iconButton.props.onMouseUp)
iconButton.props.onMouseUp(event);\n    }, _this.handleRightIconButtonClick = function (event) {\n      var
iconButton = _this.props.rightIconButton; // Stop the event from bubbling
 up to the list-item\n\n      event.stopPropagation();\n      if (iconButton && iconButton.props.onClick)
iconButton.props.onClick(event);\n    }, _this.handleTouchStart = function (event) {\n      _this.setState({\n
touch: true\n      });\n\n      _this.props.onTouchStart(event);\n    }, _this.handleTouchEnd = function (event) {\n
_this.setState({\n        touch: true\n      });\n\n      _this.props.onTouchEnd(event);\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ListItem, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        open:
this.props.open === null ? this.props.initiallyOpen === true : this.props.open\n      });\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      // update the
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state when the component is controlled.\n if (nextProps.open !== null) this.setState({\n open:
nextProps.open\n });\n if (nextProps.disabled && this.state.hovered) this.setState({\n hovered: false\n
});\n }\n }, {\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps,
nextState, nextContext) {\n return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0,
_shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n } // This
method is needed by the `MenuItem` component.\n\n }, {\n key: 'applyFocusState',\n value: function
applyFocusState(focusState) {\n if (this.button) {\n var buttonEl =
_reactDom2.default.findDOMNode(this.button);\n\n switch (focusState) {\n case 'none':\n
buttonEl.blur();\n break;\n\n case 'focused':\n buttonEl.focus();\n break;\n\n case
'keyboard-focused':\n this.button.setKeyboardFocus();\n buttonEl.focus();\n
break;\n }\n }\n }\n }, {\n key: 'createDisabledElement',\n value: function
createDisabledElement(styles, contentChildren, additionalProps) {\n var _props = this.props,\n
innerDivStyle = _props.innerDivStyle,\n style = _props.style;\n var mergedDivStyles = (0,
_simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, style);\n return
_react2.default.createElement('div', (0, _extends3.default)({}, additionalProps, {\n style:
this.context.muiTheme.prepareStyles(mergedDivStyles)\n }), contentChildren);\n }\n }, {\n key:
'createLabelElement',\n value: function createLabelElement(styles, contentChildren, additionalProps) {\n var
_props2 = this.props,\n innerDivStyle = _props2.innerDivStyle,\n style = _props2.style;\n var
mergedLabelStyles = (0, _simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, styles.label,
style);\n return _react2.default.createElement('label',
(0, _extends3.default)({}, additionalProps, {\n style:
this.context.muiTheme.prepareStyles(mergedLabelStyles)\n }), contentChildren);\n }\n }, {\n key:
'createTextElement',\n value: function createTextElement(styles, data, key) {\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n\n if (_react2.default.isValidElement(data)) {\n var style = (0,
_simpleAssign2.default)({}, styles, data.props.style);\n\n if (typeof data.type === 'string') {\n // if element
is a native dom node\n style = prepareStyles(style);\n }\n\n return _react2.default.cloneElement(data,
{\n key: key,\n style: style\n });\n }\n\n return _react2.default.createElement('div', {\n key:
key,\n style: prepareStyles(styles)\n }, data);\n }\n }, {\n key: 'pushElement',\n value: function
pushElement(children, element, baseStyles, additionalProps) {\n
if (element) {\n var styles = (0, _simpleAssign2.default)({}, baseStyles, element.props.style);\n
children.push(_react2.default.cloneElement(element, (0, _extends3.default)({\n key: children.length,\n
style: styles\n }, additionalProps)));\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var
_this2 = this;\n\n var _props3 = this.props,\n autoGenerateNestedIndicator =
_props3.autoGenerateNestedIndicator,\n children = _props3.children,\n containerElement =
_props3.containerElement,\n disabled = _props3.disabled,\n disableKeyboardFocus =
_props3.disableKeyboardFocus,\n hoverColor = _props3.hoverColor,\n initiallyOpen =
_props3.initiallyOpen,\n innerDivStyle = _props3.innerDivStyle,\n insetChildren =
_props3.insetChildren,\n leftAvatar = _props3.leftAvatar,\n leftCheckbox = _props3.leftCheckbox,\n
leftIcon
= _props3.leftIcon,\n nestedItems = _props3.nestedItems,\n nestedLevel = _props3.nestedLevel,\n
nestedListStyle = _props3.nestedListStyle,\n onKeyboardFocus = _props3.onKeyboardFocus,\n
isKeyboardFocused = _props3.isKeyboardFocused,\n onMouseEnter = _props3.onMouseEnter,\n
onMouseLeave = _props3.onMouseLeave,\n onNestedListToggle = _props3.onNestedListToggle,\n
onTouchStart = _props3.onTouchStart,\n onClick = _props3.onClick,\n rightAvatar =
_props3.rightAvatar,\n rightIcon = _props3.rightIcon,\n rightIconButton = _props3.rightIconButton,\n
rightToggle = _props3.rightToggle,\n primaryText = _props3.primaryText,\n
primaryTogglesNestedList = _props3.primaryTogglesNestedList,\n secondaryText =
_props3.secondaryText,\n secondaryTextLines = _props3.secondaryTextLines,\n style = _props3.style,\n

other = (0, _objectWithoutProperties3.default)(_props3, ['autoGenerateNestedIndicator', 'children', 'containerElement', 'disabled', 'disableKeyboardFocus', 'hoverColor', 'initiallyOpen', 'innerDivStyle', 'insetChildren', 'leftAvatar', 'leftCheckbox', 'leftIcon', 'nestedItems', 'nestedLevel', 'nestedListStyle', 'onKeyboardFocus', 'isKeyboardFocused', 'onMouseEnter', 'onMouseLeave', 'onNestedListToggle', 'onTouchStart', 'onClick', 'rightAvatar', 'rightIcon', 'rightIconButton', 'rightToggle', 'primaryText', 'primaryTogglesNestedList', 'secondaryText', 'secondaryTextLines', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var contentChildren = [children];\n\n if (leftIcon) {\n var additionalProps = {\n color: leftIcon.props.color || this.context.muiTheme.listItem.leftIconColor\n };\n this.pushElement(contentChildren, leftIcon, (0, _simpleAssign2.default)({}, styles.icons, styles.leftIcon), additionalProps);\n }\n\n if (rightIcon) {\n var _additionalProps = {\n color: rightIcon.props.color || this.context.muiTheme.listItem.rightIconColor\n };\n this.pushElement(contentChildren, rightIcon, (0, _simpleAssign2.default)({}, styles.icons, styles.rightIcon), _additionalProps);\n }\n\n if (leftAvatar) {\n this.pushElement(contentChildren, leftAvatar, (0, _simpleAssign2.default)({}, styles.avatars, styles.leftAvatar));\n }\n\n if (rightAvatar) {\n this.pushElement(contentChildren, rightAvatar, (0, _simpleAssign2.default)({}, styles.avatars, styles.rightAvatar));\n }\n\n if (leftCheckbox) {\n this.pushElement(contentChildren, leftCheckbox, (0, _simpleAssign2.default)({}, styles.leftCheckbox));\n } // RightIconButtonElement\n\n\n var hasNestListItems = nestedItems.length;\n var hasRightElement = rightAvatar || rightIcon || rightIconButton || rightToggle;\n var needsNestedIndicator = hasNestListItems && autoGenerateNestedIndicator && !hasRightElement;\n\n if (rightIconButton || needsNestedIndicator) {\n var rightIconButtonElement = rightIconButton;\n var rightIconButtonHandlers = {\n onKeyboardFocus: this.handleRightIconButtonKeyboardFocus,\n onMouseEnter: this.handleRightIconButtonMouseEnter,\n onMouseLeave: this.handleRightIconButtonMouseLeave,\n onClick: this.handleRightIconButtonClick,\n onMouseDown: this.handleRightIconButtonMouseUp,\n onMouseUp: this.handleRightIconButtonMouseUp\n }; // Create a nested list indicator icon if we don't have an icon on the right\n\n if (needsNestedIndicator) {\n rightIconButtonElement = this.state.open ? _react2.default.createElement(_IconButton2.default, null, _react2.default.createElement(_expandLess2.default, null)) : _react2.default.createElement(_IconButton2.default, null, _react2.default.createElement(_expandMore2.default, null));\n rightIconButtonHandlers.onClick = this.handleNestedListToggle;\n }\n\n this.pushElement(contentChildren, rightIconButtonElement, (0, _simpleAssign2.default)({}, styles.rightIconButton), rightIconButtonHandlers);\n }\n\n if (rightToggle) {\n this.pushElement(contentChildren, rightToggle, (0, _simpleAssign2.default)({}, styles.rightToggle));\n }\n\n if (primaryText) {\n var primaryTextElement = this.createTextElement(styles.primaryText, primaryText, 'primaryText');\n contentChildren.push(primaryTextElement);\n }\n\n if (secondaryText) {\n var secondaryTextElement = this.createTextElement(styles.secondaryText, secondaryText, 'secondaryText');\n contentChildren.push(secondaryTextElement);\n }\n\n var nestedList = nestedItems.length ? _react2.default.createElement(_NestedList2.default, {\n nestedLevel: nestedLevel,\n open: this.state.open,\n style: nestedListStyle\n }, nestedItems) : undefined;\n var simpleLabel = !primaryTogglesNestedList && (leftCheckbox || rightToggle);\n return _react2.default.createElement('div', null, simpleLabel ? this.createLabelElement(styles, contentChildren, other) : disabled ? this.createDisabledElement(styles, contentChildren, other) : _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n containerElement: containerElement\n }, other, {\n disableKeyboardFocus: disableKeyboardFocus || this.state.rightIconButtonKeyboardFocused,\n onKeyboardFocus: this.handleKeyboardFocus,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd,\n onClick: this.handleClick,\n disabled: disabled,\n ref: function ref(node) {\n return _this2.button = node;\n },\n style: (0,

_simpleAssign2.default)({},
styles.root, style)\n }), _react2.default.createElement('div', {\n style: prepareStyles((0,
_simpleAssign2.default)(styles.innerDiv, innerDivStyle))\n }, contentChildren)), nestedList);\n }\n }]);\n
return ListItem;\n}(_react.Component);\n\nListItem.muiName = 'ListItem';\nListItem.defaultProps = {\n
autoGenerateNestedIndicator: true,\n containerElement: 'span',\n disableKeyboardFocus: false,\n disabled: false,\n
initiallyOpen: false,\n insetChildren: false,\n nestedItems: [],\n nestedLevel: 0,\n onKeyboardFocus: function
onKeyboardFocus() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function
onMouseLeave() {},\n onNestedListToggle: function onNestedListToggle() {},\n onTouchEnd: function
onTouchEnd() {},\n onTouchStart: function onTouchStart() {},\n open: null,\n primaryTogglesNestedList: false,\n
secondaryTextLines: 1\n};\nListItem.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nListItem.propTypes
= process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, generate a nested-list-indicator icon when
nested list\n * items are detected. Note that an indicator will not be created\n * if a `rightIcon` or
`rightIconButton` has been provided to\n * the element.\n */\n autoGenerateNestedIndicator:
_propTypes2.default.bool,\n\n /**\n * Children passed into the `ListItem`.\n */\n children:
_propTypes2.default.node,\n\n /**\n * The element to use as the container for the ListItem. Either a string to\n *
use a DOM element or a ReactElement. This is useful for wrapping the\n * ListItem in a custom Link component.
If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying DOM\n *
element and renders its children prop for proper integration.\n */\n containerElement:
_propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * If true,
the element will not
be able to be focused by the keyboard.\n */\n disableKeyboardFocus: _propTypes2.default.bool,\n\n /**\n * If
true, the element will not be clickable\n * and will not display hover effects.\n * This is automatically disabled if
either `leftCheckbox`\n * or `rightToggle` is set.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n *
Override the hover background color.\n */\n hoverColor: _propTypes2.default.string,\n\n /**\n * If true, the
nested `ListItem`s are initially displayed.\n */\n initiallyOpen: _propTypes2.default.bool,\n\n /**\n * Override
the inline-styles of the inner div element.\n */\n innerDivStyle: _propTypes2.default.object,\n\n /**\n * If true,
the children will be indented by 72px.\n * This is useful if there is no left avatar or left icon.\n */\n insetChildren:
_propTypes2.default.bool,\n\n /**\n * Use to control if the list item should render as keyboard focused. If\n *
undefined (default), this will be automatically managed.
If provided,\n * it will change the components style. Note that this will not change the\n * actual focus - and
should only be used when you want to simulate\n * keyboard focus (eg. in a rich text input autocomplete).\n */\n
isKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * This is the `Avatar` element to be displayed on the left
side.\n */\n leftAvatar: _propTypes2.default.element,\n\n /**\n * This is the `Checkbox` element to be displayed
on the left side.\n */\n leftCheckbox: _propTypes2.default.element,\n\n /**\n * This is the `SvgIcon` or
`FontIcon` to be displayed on the left side.\n */\n leftIcon: _propTypes2.default.element,\n\n /**\n * An array of
`ListItem`s to nest underneath the current `ListItem`.\n */\n nestedItems:
_propTypes2.default.arrayOf(_propTypes2.default.element),\n\n /**\n * Controls how deep a `ListItem` appears.\n
* This property is automatically managed, so modify at your own risk.\n */\n nestedLevel:
_propTypes2.default.number,\n\n
/**\n * Override the inline-styles of the nested items' `NestedList`.\n */\n nestedListStyle:
_propTypes2.default.object,\n\n /**\n * Callback function fired when the list item is clicked.\n *\n * @param
{object} event Click event targeting the list item.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the `ListItem` is focused or blurred by the keyboard.\n *\n * @param {object} event `focus`
or `blur` event targeting the `ListItem`.\n * @param {boolean} isKeyboardFocused If true, the `ListItem` is
focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter:
_propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the `ListItem` toggles its nested list.\n *\n * @param {object} listItem The `ListItem`.\n */\n

onNestedListToggle: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd:
 _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n   * Control toggle state of nested list.\n   */\n open: _propTypes2.default.bool,\n\n /**\n   * This is the block element that contains the primary text.\n   * If a string is passed in, a div tag will be rendered.\n   */\n primaryText: _propTypes2.default.node,\n\n /**\n   * If true, clicking or tapping the primary text of the `ListItem`\n   * toggles the nested list.\n   */\n primaryTogglesNestedList: _propTypes2.default.bool,\n\n /**\n   * This is the `Avatar` element to be displayed on the right side.\n   */\n rightAvatar: _propTypes2.default.element,\n\n /**\n   * This is the `SvgIcon` or `FontIcon` to be displayed on the right side.\n   */\n rightIcon: _propTypes2.default.element,\n\n /**\n   * This is the `IconButton` to be displayed on the right side.\n   * Hovering over this button will remove the `ListItem` hover.\n   * Also, clicking on this button will not trigger
 a\n   * ripple on the `ListItem`; the event will be stopped and prevented\n   * from bubbling up to cause a `ListItem` click.\n   */\n rightIconButton: _propTypes2.default.element,\n\n /**\n   * This is the `Toggle` element to display on the right side.\n   */\n rightToggle: _propTypes2.default.element,\n\n /**\n   * This is the block element that contains the secondary text.\n   * If a string is passed in, a div tag will be rendered.\n   */\n secondaryText: _propTypes2.default.node,\n\n /**\n   * Can be 1 or 2. This is the number of secondary\n   * text lines before ellipsis will show.\n   */\n secondaryTextLines: _propTypes2.default.oneOf([1, 2]),\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = ListItem;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Dialog = require('./Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Dialog2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2
 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Tooltip = require('../internal/Tooltip');\n\nvar _Tooltip2 = _interopRequireDefault(_Tooltip);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableHeaderColumn = context.muiTheme.tableHeaderColumn;\n return {\n   root: {\n   fontWeight: 'normal',\n   fontSize: 12,\n   paddingLeft: tableHeaderColumn.spacing,\n
      paddingRight: tableHeaderColumn.spacing,\n   height: tableHeaderColumn.height,\n   textAlign: 'left',\n   whiteSpace: 'nowrap',\n   textOverflow: 'ellipsis',\n   color: tableHeaderColumn.textColor,\n   position: 'relative'\n   },\n   tooltip: {\n   boxSizing: 'border-box',\n   marginTop: tableHeaderColumn.height / 2\n   }\n };\n}\n\nvar TableHeaderColumn = function (_Component) {\n (0, _inherits3.default)(TableHeaderColumn, _Component);\n\n function TableHeaderColumn() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, TableHeaderColumn);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableHeaderColumn.__proto__ || (0,

_getPrototypeOf2.default)(TableHeaderColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered: false\n }, _this.onMouseEnter = function () {\n if (_this.props.tooltip !== undefined) {\n _this.setState({\n hovered: true\n });\n }\n }, _this.onMouseLeave = function () {\n if (_this.props.tooltip !== undefined) {\n _this.setState({\n hovered: false\n });\n }\n }, _this.onClick = function (event) {\n if (_this.props.onClick) {\n _this.props.onClick(event, _this.props.columnNumber);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TableHeaderColumn, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n columnNumber = _props.columnNumber,\n hoverable = _props.hoverable,\n onClick = _props.onClick,\n onHover = _props.onHover,\n onHoverExit = _props.onHoverExit,\n style = _props.style,\n tooltip = _props.tooltip,\n tooltipStyle = _props.tooltipStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style', 'tooltip', 'tooltipStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var handlers = {\n onMouseEnter: this.onMouseEnter,\n onMouseLeave: this.onMouseLeave,\n onClick: this.onClick\n };\n var tooltipNode = void 0;\n\n if (tooltip !== undefined) {\n tooltipNode = _react2.default.createElement(_Tooltip2.default, {\n label: tooltip,\n show: this.state.hovered,\n style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyle)\n });\n }\n\n return _react2.default.createElement('th', (0, _extends3.default)({\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, handlers, other), tooltipNode, children);\n }\n }]);\n return TableHeaderColumn;\n}(_react.Component);\n\nTableHeaderColumn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableHeaderColumn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Number to identify the header row. This property\n * is automatically populated when used with TableHeader.\n */\n columnNumber: _propTypes2.default.number,\n\n /**\n * @ignore\n * Not used here but we need to remove it from the root element.\n */\n hoverable: _propTypes2.default.bool,\n\n /** @ignore */\n onClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Not used here but we need to remove it from the root element.\n */\n onHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Not used here but we need to remove it from the root element.\n */\n onHoverExit: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The string to supply to the tooltip. If not\n * string is supplied no tooltip will be shown.\n */\n tooltip: _propTypes2.default.string,\n\n /**\n * Additional styling that can be applied to the tooltip.\n */\n tooltipStyle: _propTypes2.default.object\n} : {};\nexports.default = TableHeaderColumn;","module.exports = function (originalModule) {\n if (!originalModule.webpackPolyfill) {\n var module = Object.create(originalModule); // module.parent = undefined by default\n\n if (!module.children) module.children = [];\n Object.defineProperty(module, \"loaded\", {\n enumerable: true,\n get: function get() {\n return module.l;\n }\n });\n Object.defineProperty(module, \"id\", {\n enumerable: true,\n get: function get() {\n return module.i;\n }\n });\n Object.defineProperty(module, \"exports\", {\n enumerable: true\n });\n module.webpackPolyfill = 1;\n }\n\n return module;\n};","/**\n * A specialized version of `_.map` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction arrayMap(array, iteratee) {\n var index = -1,\n length = array == null ? 0 : array.length,\n result = Array(length);\n\n while (++index < length) {\n result[index] = iteratee(array[index], index, array);\n }\n return result;\n}\n\nexport default arrayMap;","/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\nexport

default freeGlobal;","/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array} source The array to copy values from.\n * @param {Array} [array=[]] The array to copy values to.\n * @returns {Array} Returns `array`.\n */\nfunction copyArray(source, array) {\n var index = -1,\n   length = source.length;\n array || (array = Array(length));\n\n while (++index < length) {\n   array[index] = source[index];\n }\n\n return array;\n}\n\nexport default copyArray;","/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n return function (arg) {\n   return func(transform(arg));\n };\n}\n\nexport default overArg;","var isEvent = function isEvent(candidate) {\n return !!(candidate && candidate.stopPropagation && candidate.preventDefault);\n};\n\nexport
default isEvent;","import MapCache from './_MapCache.js';\n/** Error message constants. */\n\nvar FUNC_ERROR_TEXT = 'Expected a function';\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with one whose instances implement the\n * [`Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category
Function\n * @param {Function} func The function to have its output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other = { 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n */\n\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || resolver != null && typeof resolver != 'function') {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n\n var memoized = function memoized() {\n   var args = arguments,\n   key = resolver ? resolver.apply(this, args) : args[0],\n   cache =
memoized.cache;\n\n   if (cache.has(key)) {\n   return cache.get(key);\n   }\n\n   var result = func.apply(this, args);\n   memoized.cache = cache.set(key, result) || cache;\n   return result;\n };\n\n memoized.cache = new (memoize.Cache || MapCache)();\n return memoized;\n} // Expose `MapCache`.\n\n\nmemoize.Cache = MapCache;\nexport default memoize;","import memoize from './memoize.js';\n/** Used as the maximum memoize cache size. */\n\nvar MAX_MEMOIZE_SIZE = 500;\n/**\n * A specialized version of `_.memoize` which clears the memoized function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\n\nfunction memoizeCapped(func) {\n var result = memoize(func, function (key) {\n   if (cache.size === MAX_MEMOIZE_SIZE) {\n   cache.clear();\n   }\n\n   return key;\n });\n var cache = result.cache;\n return result;\n}\n\nexport
default memoizeCapped;","import memoizeCapped from './_memoizeCapped.js';\n/** Used to match property names within property paths. */\n\nvar rePropName = /[^.[\\]]+|\\[(?:(-?\\d+(?:\\.\\d+)?)|([\"'])((?:(?!\\2)[^\\\\]|\\\\.)*?)\\2)\\]|(?=(?:\\.|\\[\\])(?:\\.|\\[\\]|$))/g;\n/** Used to match backslashes in property paths. */\n\nvar reEscapeChar = /\\\\(\\\\)?/g;\n/**\n * Converts `string` to a property path array.\n *\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the property path array.\n */\n\nvar stringToPath = memoizeCapped(function (string) {\n var result = [];\n\n if (string.charCodeAt(0) === 46\n /* . */\n) {\n   result.push('');\n }\n\n string.replace(rePropName, function (match, number, quote, subString) {\n   result.push(quote ? subString.replace(reEscapeChar, '$1') : number || match);\n });\n return result;\n});\nexport default stringToPath;","import Symbol from './_Symbol.js';\nimport arrayMap from './_arrayMap.js';\nimport

isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\n/** Used as references for various `Number` constants. */\n\nvar INFINITY = 1 / 0;\n/** Used to convert symbols to primitives and strings. */\n\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n symbolToString = symbolProto ? symbolProto.toString : undefined;\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */\n\nfunction baseToString(value) {\n // Exit early for strings to avoid a performance hit in some environments.\n if (typeof value == 'string') {\n return value;\n }\n\n if (isArray(value)) {\n // Recursively convert values (susceptible to call stack limits).\n return arrayMap(value, baseToString) + '';\n }\n\n if (isSymbol(value)) {\n return symbolToString ? symbolToString.call(value) : '';\n }\n\n var result = value
+ '';\n return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default baseToString;","import baseToString from './_baseToString.js';\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n * @example\n *\n * _.toString(null);\n * // => ''\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n * // => '1,2,3'\n */\n\nfunction toString(value) {\n return value == null ? '' : baseToString(value);\n}\n\nexport default toString;","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseFor(fromRight) {\n return function
(object, iteratee, keysFunc) {\n var index = -1,\n iterable = Object(object),\n props = keysFunc(object),\n length = props.length;\n\n while (length--) {\n var key = props[fromRight ? length : ++index];\n\n if (iteratee(iterable[key], key, iterable) === false) {\n break;\n }\n }\n\n return object;\n };\n}\n\nexport default createBaseFor;","import createBaseFor from './_createBaseFor.js';\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\n\nvar baseFor = createBaseFor();\nexport default baseFor;","/**\n
* The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n var index = -1,\n result = Array(n);\n\n while (++index < n) {\n result[index] = iteratee(index);\n }\n\n return result;\n}\n\nexport default baseTimes;","import baseTimes from './_baseTimes.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isBuffer from './isBuffer.js';\nimport isIndex from './_isIndex.js';\nimport isTypedArray from './isTypedArray.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Creates an array of the enumerable
property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n isArg = !isArr && isArguments(value),\n isBuff = !isArr && !isArg && isBuffer(value),\n isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n skipIndexes = isArr || isArg || isBuff || isType,\n result = skipIndexes ? baseTimes(value.length, String) : [],\n length = result.length;\n\n for (var key in value) {\n if ((inherited || hasOwnProperty.call(value, key)) && !(skipIndexes && (// Safari 9 has enumerable `arguments.length` in strict mode.\n key == 'length' || // Node.js 0.10 has enumerable non-index properties on buffers.\n isBuff && (key == 'offset' || key == 'parent') || // PhantomJS 2 has enumerable non-index properties
on typed arrays.\n isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset') || // Skip index properties.\n isIndex(key, length)))) {\n result.push(key);\n }\n }\n\n return result;\n}\n\nexport default arrayLikeKeys;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react =

require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ContentAdd = function ContentAdd(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M19 13h-6v6h-2v-6H5v-2h6V5h2v6h6v2z'\n }));\n};\n\nContentAdd = (0, _pure2.default)(ContentAdd);\nContentAdd.displayName = 'ContentAdd';\nContentAdd.muiName = 'SvgIcon';\nexports.default = ContentAdd;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ContentRemove = function ContentRemove(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M19 13H5v-2h14v2z'\n }));\n};\n\nContentRemove = (0, _pure2.default)(ContentRemove);\nContentRemove.displayName = 'ContentRemove';\nContentRemove.muiName = 'SvgIcon';\nexports.default = ContentRemove;","var isHotReloading = function isHotReloading() {\n return !!(typeof module !== 'undefined' && module.hot && typeof module.hot.status === 'function' && module.hot.status() === 'apply');\n};\n\nexport default isHotReloading;","// optional / simple context binding\nvar aFunction = require('./_a-function');\n\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n\n switch (length) {\n   case 1:\n   return function (a) {\n   return fn.call(that, a);\n   };\n\n   case 2:\n   return function (a, b) {\n   return fn.call(that, a, b);\n   };\n\n   case 3:\n   return function (a, b, c) {\n   return fn.call(that, a, b, c);\n   };\n }\n\n return function\n /* ...args */\n () {\n   return fn.apply(that, arguments);\n };\n};","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object'); // instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\n\nmodule.exports = function (it, S) {\n if (!isObject(it)) return it;\n var fn, val;\n if (S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n if (!S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n throw TypeError(\"Can't convert object to primitive value\");\n};","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n if (it == undefined) throw TypeError(\"Can't call method on \" + it);\n return it;\n};","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\n\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};","var shared = require('./_shared')('keys');\n\nvar uid = require('./_uid');\n\nmodule.exports = function (key) {\n return shared[key] || (shared[key] = uid(key));\n};","var core = require('./_core');\n\nvar global = require('./_global');\n\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n(module.exports = function (key, value) {\n return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n version: core.version,\n mode: require('./_library') ? 'pure' : 'global',\n copyright: '© 2020 Denis Pushkarev (zloirock.ru)'\n});","// IE 8- don't enum bug keys\nmodule.exports = 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'.split(',');","exports.f = Object.getOwnPropertySymbols;","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject = require('./_an-object');\n\nvar dPs = require('./_object-dps');\n\nvar enumBugKeys = require('./_enum-bug-keys');\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nvar Empty = function Empty() {\n /* empty */\n};\n\nvar PROTOTYPE = 'prototype'; // Create object with fake `null` prototype: use iframe Object with cleared prototype\n\nvar _createDict = function createDict() {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-

create')('iframe');\n\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n iframe.style.display = 'none';\n\n require('./_html').appendChild(iframe);\n\n iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n\n iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n _createDict = iframeDocument.F;\n\n while (i--) {\n   delete _createDict[PROTOTYPE][enumBugKeys[i]];\n }\n\n return _createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n\n if (O !== null)
  {\n   Empty[PROTOTYPE] = anObject(O);\n   result = new Empty();\n   Empty[PROTOTYPE] = null; // add \"__proto__\" for Object.getPrototypeOf polyfill\n\n   result[IE_PROTO] = O;\n } else result = _createDict();\n\n return Properties === undefined ? result : dPs(result, Properties);\n};","var def = require('./_object-dp').f;\n\nvar has = require('./_has');\n\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, {\n   configurable: true,\n   value: tag\n });\n};","require('./es6.array.iterator');\n\nvar global = require('./_global');\n\nvar hide = require('./_hide');\n\nvar Iterators = require('./_iterators');\n\nvar TO_STRING_TAG = require('./_wks')('toStringTag');\n\nvar DOMIterables = ('CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,' + 'DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTMLSelectElement,'
  +
'MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVGNumberList,' +
'SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCueList,' + 'TextTrackList,TouchList').split(',');\n\nfor (var i = 0; i < DOMIterables.length; i++) {\n var NAME = DOMIterables[i];\n var Collection = global[NAME];\n var proto = Collection && Collection.prototype;\n if (proto && !proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n Iterators[NAME] = Iterators.Array;\n}","exports.f = require('./_wks');","var global = require('./_global');\n\nvar core = require('./_core');\n\nvar LIBRARY = require('./_library');\n\nvar wksExt = require('./_wks-ext');\n\nvar defineProperty = require('./_object-dp').f;\n\nmodule.exports = function (name) {\n var $Symbol = core.Symbol || (core.Symbol = LIBRARY ? {} : global.Symbol || {});\n if (name.charAt(0) != '_' && !(name in $Symbol)) defineProperty($Symbol, name,
  {\n   value: wksExt.f(name)\n });\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar
  _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _ScaleIn = require('./ScaleIn');\n\nvar _ScaleIn2 = _interopRequireDefault(_ScaleIn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?

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obj : {\n    default: obj\n  };\n}\n\nvar pulsateDuration = 750;\n\nvar FocusRipple = function (_Component) {\n  (0, _inherits3.default)(FocusRipple, _Component);\n\n  function FocusRipple() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, FocusRipple);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FocusRipple.__proto__ || (0, _getPrototypeOf2.default)(FocusRipple)).call.apply(_ref, [this].concat(args))), _this), _this.pulsate = function () {\n  var innerCircle = _reactDom2.default.findDOMNode(_this.refs.innerCircle);\n\n      if (!innerCircle) return;\n var startScale = 'scale(1)';\n      var endScale = 'scale(0.85)';\n      var currentScale = innerCircle.style.transform || startScale;\n      var nextScale = currentScale === startScale ? endScale : startScale;\n\n _autoPrefix2.default.set(innerCircle.style, 'transform', nextScale);\n\n      _this.timeout = setTimeout(_this.pulsate, pulsateDuration);\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FocusRipple, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      if (this.props.show) {\n        this.setRippleSize();\n        this.pulsate();\n      }\n    }\n  }, {\n    key: 'shouldComponentUpdate',\n    value: function shouldComponentUpdate(nextProps, nextState) {\n return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState);\n  }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n      if (this.props.show) {\n        this.setRippleSize();\n        this.pulsate();\n      } else {\n        if (this.timeout) clearTimeout(this.timeout);\n      }\n  }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n clearTimeout(this.timeout);\n    }\n  }, {\n    key: 'getRippleElement',\n    value: function getRippleElement(props) {\n      var color = props.color,\n          innerStyle = props.innerStyle,\n          opacity = props.opacity;\n      var _context$muiTheme = this.context.muiTheme,\n          prepareStyles = _context$muiTheme.prepareStyles,\n          ripple = _context$muiTheme.ripple;\n      var innerStyles = (0, _simpleAssign2.default)({\n        position: 'absolute',\n        height: '100%',\n        width: '100%',\n        borderRadius: '50%',\n        opacity: opacity ? opacity : 0.16,\n        backgroundColor: color || ripple.color,\n        transition: _transitions2.default.easeOut(pulsateDuration + 'ms', 'transform', null, _transitions2.default.easeInOutFunction)\n      }, innerStyle);\n      return _react2.default.createElement('div', {\n        ref: 'innerCircle',\n        style: prepareStyles((0, _simpleAssign2.default)({}, innerStyles))\n      });\n    }\n  }, {\n    key: 'setRippleSize',\n    value: function setRippleSize() {\n      var el = _reactDom2.default.findDOMNode(this.refs.innerCircle);\n\n      var height = el.offsetHeight;\n      var width = el.offsetWidth;\n      var size = Math.max(height, width);\n      var oldTop = 0; // For browsers that don't support endsWith()\n\n      if (el.style.top.indexOf('px', el.style.top.length - 2) !== -1) {\n        oldTop = parseInt(el.style.top);\n      }\n\n      el.style.height = size + 'px';\n      el.style.top = height / 2 - size / 2 + oldTop + 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          show = _props.show,\n          style = _props.style;\n      var mergedRootStyles = (0, _simpleAssign2.default)({\n        height: '100%',\n        width: '100%',\n        position: 'absolute',\n        top: 0,\n        left: 0\n      }, style);\n      var ripple = show ? this.getRippleElement(this.props) : null;\n      return _react2.default.createElement(_ScaleIn2.default, {\n        maxScale: 0.85,\n        style: mergedRootStyles\n      }, ripple);\n    }\n  }]);\n  return FocusRipple;\n}(_react.Component);\n\nFocusRipple.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nFocusRipple.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  color: _propTypes2.default.string,\n  innerStyle: _propTypes2.default.object,\n  opacity: _propTypes2.default.number,\n  show: _propTypes2.default.bool,\n  style: _propTypes2.default.object\n} : {};\nexports.default = FocusRipple;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default = undefined;\n\nvar _AutoComplete = require('./AutoComplete');\n\nvar _AutoComplete2 = _interopRequireDefault(_AutoComplete);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _AutoComplete2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default = exports.MenuItem = exports.Menu = undefined;\n\nvar _Menu2 = require('./Menu');\n\nvar _Menu3 = _interopRequireDefault(_Menu2);\n\nvar
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_MenuItem2 = require('../MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.Menu = _Menu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default = _Menu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar isDescendant = function isDescendant(el, target) {\n if (target !== null) {\n   return el === target || isDescendant(el, target.parentNode);\n }\n\n return false;\n};\n\nvar clickAwayEvents = ['mouseup', 'touchend'];\n\nvar bind = function bind(callback) {\n return clickAwayEvents.forEach(function (event) {\n   return _events2.default.on(document, event, callback);\n });\n};\n\nvar unbind = function unbind(callback)\n {\n return clickAwayEvents.forEach(function (event) {\n   return _events2.default.off(document, event, callback);\n });\n};\n\nvar ClickAwayListener = function (_Component) {\n (0, _inherits3.default)(ClickAwayListener, _Component);\n\n function ClickAwayListener() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, ClickAwayListener);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickAway = function (event) {\n   if (event.defaultPrevented) {\n   return;\n   } // IE11 support, which trigger the handleClickAway even after the unbind\n\n\n   if (_this.isCurrentlyMounted) {\n   var el = _reactDom2.default.findDOMNode(_this);\n\n   if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {\n   _this.props.onClickAway(event);\n   }\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(ClickAwayListener, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   this.isCurrentlyMounted = true;\n\n   if (this.props.onClickAway) {\n   bind(this.handleClickAway);\n   }\n   }\n }, {\n   key: 'componentDidUpdate',\n   value: function componentDidUpdate(prevProps) {\n   if (prevProps.onClickAway !== this.props.onClickAway) {\n   unbind(this.handleClickAway);\n\n   if (this.props.onClickAway) {\n   bind(this.handleClickAway);\n   }\n   }\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   this.isCurrentlyMounted = false;\n   unbind(this.handleClickAway);\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   return this.props.children;\n   }\n }]);\n return ClickAwayListener;\n}(_react.Component);\n\nClickAwayListener.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.element,\n onClickAway: _propTypes2.default.func\n} : {};\nexports.default = ClickAwayListener;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-

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js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
 _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Subheader =
require('../Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar List
 = function (_Component) {\n  (0, _inherits3.default)(List, _Component);\n\n  function List() {\n    (0,
_classCallCheck3.default)(this, List);\n    return (0, _possibleConstructorReturn3.default)(this, (List.__proto__ || (0,
_getPrototypeOf2.default)(List)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(List, [{\n    key:
'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          style
= _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'style']);\n      var
prepareStyles = this.context.muiTheme.prepareStyles;\n      var hasSubheader = false;\n\n      var firstChild =
_react.Children.toArray(children)[0];\n\n      if ((0, _react.isValidElement)(firstChild) && firstChild.type ===
_Subheader2.default) {\n        hasSubheader = true;\n      }\n\n      var styles = {\n        root: {\n          padding:
(hasSubheader ? 0 : 8) + 'px 0px 8px 0px'\n        }\n      };\n
    return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n      }), children);\n    }\n  }]);\n  return
List;\n}(_react.Component);\n\nList.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n   * These are usually `ListItem`s that are passed to\n   * be part of the list.\n   */\n  children:
_propTypes2.default.node,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object\n} : {};\nexports.default = List;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\nexports.default = undefined;\n\nvar _Subheader =
require('./Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default
 = _Subheader2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar
 _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar
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_shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _Popover = require('../Popover/Popover');\n\nvar
_Popover2 = _interopRequireDefault(_Popover);\n\nvar _check = require('../svg-icons/navigation/check');\n\nvar
_check2 = _interopRequireDefault(_check);\n\nvar _ListItem = require('../List/ListItem');\n\nvar _ListItem2 =
_interopRequireDefault(_ListItem);\n\nvar _Menu = require('../Menu/Menu');\n\nvar
 _Menu2 = _interopRequireDefault(_Menu);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar
_propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar nestedMenuStyle = {\n  position: 'relative'\n};\n\nfunction
getStyles(props, context) {\n  var disabledColor = context.muiTheme.baseTheme.palette.disabledColor;\n  var
textColor = context.muiTheme.baseTheme.palette.textColor;\n  var indent = props.desktop ? 64 : 72;\n  var
sidePadding = props.desktop ? 24 : 16;\n  var styles = {\n    root: {\n      color: props.disabled ? disabledColor :
textColor,\n      cursor: props.disabled ? 'default' : 'pointer',\n      minHeight: props.desktop ? '32px' : '48px',\n
lineHeight: props.desktop ? '32px' : '48px',\n      fontSize: props.desktop ? 15 : 16,\n      whiteSpace: 'nowrap'\n    },\n
  innerDivStyle: {\n      paddingLeft: props.leftIcon || props.insetChildren ||
 props.checked ? indent : sidePadding,\n      paddingRight: props.rightIcon ? indent : sidePadding,\n
paddingBottom: 0,\n      paddingTop: 0\n    },\n    secondaryText: {\n      float: 'right'\n    },\n    leftIconDesktop: {\n
  margin: 0,\n      left: 24,\n      top: 4\n    },\n    rightIconDesktop: {\n      margin: 0,\n      right: 24,\n      top: 4,\n
fill: context.muiTheme.menuItem.rightIconDesktopFill\n    }\n  };\n  return styles;\n}\n\nvar MenuItem = function
(_Component) {\n  (0, _inherits3.default)(MenuItem, _Component);\n\n  function MenuItem() {\n    var _ref;\n\n
var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, MenuItem);\n\n    for (var _len = arguments.length,
args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =
(_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = MenuItem.__proto__ || (0,
_getPrototypeOf2.default)(MenuItem)).call.apply(_ref, [this].concat(args))),
 _this), _this.state = {\n      open: false\n    }, _this.cloneMenuItem = function (item) {\n      return
_react2.default.cloneElement(item, {\n        onClick: function onClick(event) {\n          if (!item.props.menuItems)
{\n            _this.handleRequestClose();\n          }\n\n          if (item.props.onClick) {\n
item.props.onClick(event);\n          }\n        }\n      });\n    }, _this.handleClick = function (event) {\n
event.preventDefault();\n\n      _this.setState({\n        open: true,\n        anchorEl:
_reactDom2.default.findDOMNode(_this)\n      });\n\n      if (_this.props.onClick) {\n
_this.props.onClick(event);\n      }\n    }, _this.handleRequestClose = function () {\n      _this.setState({\n        open:
false,\n        anchorEl: null\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(MenuItem, [{\n    key: 'componentDidMount',\n    value: function componentDidMount()
 {\n      this.applyFocusState();\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (this.state.open && nextProps.focusState === 'none') {\n
this.handleRequestClose();\n      }\n    }\n  }, {\n    key: 'shouldComponentUpdate',\n    value: function
shouldComponentUpdate(nextProps, nextState, nextContext) {\n      return !(0, _shallowEqual2.default)(this.props,
nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context,
nextContext);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
this.applyFocusState();\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      if (this.state.open) {\n        this.setState({\n          open: false\n        });\n      }\n
}\n  }, {\n    key: 'applyFocusState',\n    value: function applyFocusState() {\n
this.refs.listItem.applyFocusState(this.props.focusState);\n
    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          checked =
_props.checked,\n          children = _props.children,\n          desktop = _props.desktop,\n          disabled =
_props.disabled,\n          focusState = _props.focusState,\n          innerDivStyle = _props.innerDivStyle,\n
insetChildren = _props.insetChildren,\n          leftIcon = _props.leftIcon,\n          menuItems = _props.menuItems,\n
      rightIcon = _props.rightIcon,\n          secondaryText = _props.secondaryText,\n          style = _props.style,\n
animation = _props.animation,\n          anchorOrigin = _props.anchorOrigin,\n          targetOrigin =
_props.targetOrigin,\n          value = _props.value,\n          other = (0, _objectWithoutProperties3.default)(_props,
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['checked', 'children', 'desktop', 'disabled', 'focusState', 'innerDivStyle', 'insetChildren', 'leftIcon', 'menuItems', 'rightIcon',
'secondaryText', 'style', 'animation', 'anchorOrigin', 'targetOrigin', 'value']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var mergedInnerDivStyles = (0, _simpleAssign2.default)(styles.innerDivStyle, innerDivStyle); // Left Icon\n\n var leftIconElement = leftIcon ? leftIcon : checked ? _react2.default.createElement(_check2.default, null) : null;\n\n if (leftIconElement) {\n var mergedLeftIconStyles = desktop ? (0, _simpleAssign2.default)(styles.leftIconDesktop, leftIconElement.props.style) : leftIconElement.props.style;\n leftIconElement = _react2.default.cloneElement(leftIconElement, {\n style: mergedLeftIconStyles\n });\n } // Right Icon\n\n\n var rightIconElement = void 0;\n\n if (rightIcon) {\n var mergedRightIconStyles = desktop ? (0, _simpleAssign2.default)(styles.rightIconDesktop,
rightIcon.props.style) : rightIcon.props.style;\n rightIconElement = _react2.default.cloneElement(rightIcon, {\n style: mergedRightIconStyles\n });\n } // Secondary Text\n\n\n var secondaryTextElement = void 0;\n\n if (secondaryText) {\n var secondaryTextIsAnElement = _react2.default.isValidElement(secondaryText);\n\n var mergedSecondaryTextStyles = secondaryTextIsAnElement ? (0, _simpleAssign2.default)(styles.secondaryText, secondaryText.props.style) : null;\n secondaryTextElement = secondaryTextIsAnElement ? _react2.default.cloneElement(secondaryText, {\n style: mergedSecondaryTextStyles\n }) : _react2.default.createElement('div', {\n style: prepareStyles(styles.secondaryText)\n }, secondaryText);\n }\n\n var childMenuPopover = void 0;\n\n if (menuItems) {\n childMenuPopover = _react2.default.createElement(_Popover2.default, {\n animation: animation,\n anchorOrigin: anchorOrigin,\n anchorEl: this.state.anchorEl,\n open: this.state.open,\n targetOrigin: targetOrigin,\n useLayerForClickAway: false,\n onRequestClose: this.handleRequestClose\n }, _react2.default.createElement(_Menu2.default, {\n desktop: desktop,\n disabled: disabled,\n style: nestedMenuStyle\n }, _react2.default.Children.map(menuItems, this.cloneMenuItem)));\n other.onClick = this.handleClick;\n }\n\n return _react2.default.createElement(_ListItem2.default, (0, _extends3.default)({}, other, {\n disabled: disabled,\n hoverColor: this.context.muiTheme.menuItem.hoverColor,\n innerDivStyle: mergedInnerDivStyles,\n insetChildren: insetChildren,\n leftIcon: leftIconElement,\n ref: 'listItem',\n rightIcon: rightIconElement,\n role: 'menuitem',\n style: mergedRootStyles\n }), children, secondaryTextElement, childMenuPopover);\n }\n]);\n return MenuItem;\n}(_react.Component);\n\nMenuItem.muiName = 'MenuItem';\nMenuItem.defaultProps = {\n anchorOrigin: {\n horizontal: 'right',\n vertical: 'top'\n },\n checked: false,\n desktop: false,\n disabled: false,\n focusState: 'none',\n insetChildren: false,\n targetOrigin: {\n horizontal: 'left',\n vertical: 'top'\n }\n};\nMenuItem.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nMenuItem.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Location of the anchor for the popover of nested `MenuItem`\n * elements.\n * Options:\n * horizontal: [left, middle, right]\n * vertical: [top, center, bottom].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * If true, a left check mark will be rendered.\n */\n checked: _propTypes2.default.bool,\n\n
/**\n * Elements passed as children to the underlying `ListItem`.\n */\n children: _propTypes2.default.node,\n\n /**\n * @ignore\n * If true, the menu item will render with compact desktop\n * styles.\n */\n desktop: _propTypes2.default.bool,\n\n /**\n * If true, the menu item will be disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The focus state of the menu item. This prop is used to set the focus\n * state of the underlying `ListItem`.\n */\n focusState: _propTypes2.default.oneOf(['none', 'focused', 'keyboard-focused']),\n\n /**\n * Override the inline-styles of the inner div.\n */\n innerDivStyle: _propTypes2.default.object,\n\n /**\n * If true, the children will be indented.\n * This is only needed when there

is no `leftIcon`.\n */\n insetChildren: _propTypes2.default.bool,\n\n /**\n * The `SvgIcon` or `FontIcon` to be displayed on the left side.\n */\n leftIcon: _propTypes2.default.element,\n\n /**\n * `MenuItem` elements to nest within the menu item.\n */\n menuItems: _propTypes2.default.node,\n\n /**\n * Callback function fired when the menu item is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Can be used to render primary text within the menu item.\n */\n primaryText: _propTypes2.default.node,\n\n /**\n * The `SvgIcon` or `FontIcon` to be displayed on the right side.\n */\n rightIcon: _propTypes2.default.element,\n\n /**\n * Can be used to render secondary text within the menu item.\n */\n secondaryText: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Location on the popover of nested `MenuItem` elements that will attach\n * to the anchor's origin.\n * Options:\n * horizontal: [left, middle, right]\n * vertical: [top, center, bottom].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * The value of the menu item.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = MenuItem;","var g; // This works in non-strict mode\n\ng = function () {\n return this;\n}();\n\ntry {\n // This works if eval is allowed (see CSP)\n g = g || new Function(\"return this\")();\n} catch (e) {\n // This works if the window reference is available\n if (typeof window === \"object\") g = window;\n} // g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\n\nmodule.exports = g;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Divider = require('./Divider');\n\nvar _Divider2 = _interopRequireDefault(_Divider);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Divider2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Avatar = require('./Avatar');\n\nvar _Avatar2 = _interopRequireDefault(_Avatar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Avatar2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var selected = props.selected;\n var bottomNavigation = context.muiTheme.bottomNavigation;\n var color = selected ? bottomNavigation.selectedColor : bottomNavigation.unselectedColor;\n var styles = {\n root: {\n transition: 'padding-top 0.3s',\n paddingTop: selected ? 6 : 8,\n paddingBottom: 10,\n paddingLeft: 12,\n paddingRight: 12,\n minWidth: 80,\n maxWidth: 168\n },\n label: {\n fontSize: selected ? bottomNavigation.selectedFontSize : bottomNavigation.unselectedFontSize,\n transition: 'color 0.3s, font-size 0.3s',\n color: color\n },\n icon: {\n display: 'block',\n\n /**\n * Used to ensure SVG icons are centered\n */\n width: '100%'\n },\n iconColor: color\n };\n return styles;\n}\n\nvar BottomNavigationItem = function BottomNavigationItem(props, context) {\n var label = props.label,\n icon = props.icon,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['label', 'icon', 'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n var styledIcon = (0, _react.cloneElement)(icon, {\n style: (0, _simpleAssign2.default)({}, styles.icon, icon.props.style),\n color: icon.props.color || styles.iconColor\n });\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n style: (0, _simpleAssign2.default)({}, styles.root, style)\n }), styledIcon, _react2.default.createElement('div', {\n style: prepareStyles(styles.label)\n },

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label));\n};\n\nBottomNavigationItem.propTypes = process.env.NODE_ENV
 !== \"production\" ? {\n  /**\n   * Set the icon representing the view for this item.\n   */\n  icon:
_propTypes2.default.node,\n\n  /**\n   * Set the label describing the view for this item.\n   */\n  label:
_propTypes2.default.node,\n\n  /**\n   * @ignore\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object\n} : {};\nBottomNavigationItem.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nexports.default = BottomNavigationItem;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar
 _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Avatar = require('../Avatar');\n\nvar
_Avatar2 = _interopRequireDefault(_Avatar);\n\nfunction
 _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var card = context.muiTheme.card;\n  return {\n    root: {\n      padding: 16,\n
fontWeight: card.fontWeight,\n      boxSizing: 'border-box',\n      position: 'relative',\n      whiteSpace: 'nowrap'\n
},\n    text: {\n      display: 'inline-block',\n      verticalAlign: 'top',\n      whiteSpace: 'normal',\n      paddingRight:
'90px'\n    },\n    avatar: {\n      marginRight: 16\n    },\n    title: {\n      color: props.titleColor || card.titleColor,\n
display: 'block',\n      fontSize: 15\n    },\n    subtitle: {\n      color: props.subtitleColor || card.subtitleColor,\n
display: 'block',\n      fontSize: 14\n    }\n  };\n}\n\nvar CardHeader = function (_Component) {\n  (0,
_inherits3.default)(CardHeader, _Component);\n\n  function CardHeader() {\n    (0, _classCallCheck3.default)(this,
CardHeader);\n    return (0,
 _possibleConstructorReturn3.default)(this, (CardHeader.__proto__ || (0,
_getPrototypeOf2.default)(CardHeader)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(CardHeader,
[{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          actAsExpander =
_props.actAsExpander,\n          avatarProp = _props.avatar,\n          children = _props.children,\n          closeIcon =
_props.closeIcon,\n          expandable = _props.expandable,\n          openIcon = _props.openIcon,\n
showExpandableButton = _props.showExpandableButton,\n          style = _props.style,\n          subtitle =
_props.subtitle,\n          subtitleColor = _props.subtitleColor,\n          subtitleStyle = _props.subtitleStyle,\n
textStyle = _props.textStyle,\n          title = _props.title,\n          titleColor = _props.titleColor,\n          titleStyle =
_props.titleStyle,\n          iconStyle = _props.iconStyle,\n          other = (0,
_objectWithoutProperties3.default)(_props,
 ['actAsExpander', 'avatar', 'children', 'closeIcon', 'expandable', 'openIcon', 'showExpandableButton', 'style', 'subtitle',
'subtitleColor', 'subtitleStyle', 'textStyle', 'title', 'titleColor', 'titleStyle', 'iconStyle']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var avatar =
avatarProp;\n\n      if ((0, _react.isValidElement)(avatarProp)) {\n        avatar = _react2.default.cloneElement(avatar,
{\n          style: (0, _simpleAssign2.default)(styles.avatar, avatar.props.style)\n        });\n      } else if (avatar !== null)
{\n        avatar = _react2.default.createElement(_Avatar2.default, {\n          src: avatarProp,\n          style:
styles.avatar\n        });\n      }\n\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n
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style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), avatar, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.text, textStyle))\n }, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.title, titleStyle))\n }, title), _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.subtitle, subtitleStyle))\n }, subtitle)), children);\n }\n }]);\n return CardHeader;\n}(_react.Component);\n\nCardHeader.muiName = 'CardHeader';\nCardHeader.defaultProps = {\n avatar: null\n};\nCardHeader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardHeader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n * This is the [Avatar](/#/components/avatar) element to be displayed on the Card Header.\n * If `avatar` is an `Avatar` or other element, it will be rendered.\n * If `avatar` is a string, it will be used as the image `src` for an `Avatar`.\n */\n avatar: _propTypes2.default.node,\n\n /**\n * Can be used to render elements inside the Card Header.\n */\n children: _propTypes2.default.node,\n\n /**\n * Can be used to pass a closeIcon if you don't like the default expandable close Icon.\n */\n closeIcon: _propTypes2.default.node,\n\n /**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * Override the iconStyle of the Icon Button.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Can be used to pass a openIcon if you don't like the default expandable open Icon.\n */\n openIcon: _propTypes2.default.node,\n\n /**\n * If true, this card component will include a button to expand the card.\n */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Can be used to render a subtitle in Card Header.\n */\n subtitle: _propTypes2.default.node,\n\n /**\n * Override the subtitle color.\n */\n subtitleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the subtitle.\n */\n subtitleStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the text.\n */\n textStyle: _propTypes2.default.object,\n\n /**\n * Can be used to render a title in Card Header.\n */\n title: _propTypes2.default.node,\n\n /**\n * Override the title color.\n */\n titleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the title.\n */\n titleStyle: _propTypes2.default.object\n} : {};\nexports.default = CardHeader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var card = context.muiTheme.card;\n return {\n root: {\n padding: 16,\n position: 'relative'\n },\n title: {\n fontSize: 24,\n color: props.titleColor || card.titleColor,\n display: 'block',\n lineHeight: '36px'\n },\n subtitle: {\n fontSize: 14,\n color: props.subtitleColor || card.subtitleColor,\n display: 'block'\n }\n };\n}\n\nvar CardTitle = function (_Component) {\n (0, _inherits3.default)(CardTitle, _Component);\n\n function CardTitle() {\n (0, _classCallCheck3.default)(this, CardTitle);\n return (0,

_possibleConstructorReturn3.default)(this, (CardTitle.__proto__ || (0, _getPrototypeOf2.default)(CardTitle)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardTitle, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n actAsExpander = _props.actAsExpander,\n children = _props.children,\n closeIcon = _props.closeIcon,\n expandable = _props.expandable,\n showExpandableButton = _props.showExpandableButton,\n style = _props.style,\n subtitle = _props.subtitle,\n subtitleColor = _props.subtitleColor,\n subtitleStyle = _props.subtitleStyle,\n title = _props.title,\n titleColor = _props.titleColor,\n titleStyle = _props.titleStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'closeIcon', 'expandable', 'showExpandableButton', 'style', 'subtitle', 'subtitleColor', 'subtitleStyle', 'title', 'titleColor', 'titleStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n\n var styles = getStyles(this.props, this.context);\n var rootStyle = (0, _simpleAssign2.default)({}, styles.root, style);\n var extendedTitleStyle = (0, _simpleAssign2.default)({}, styles.title, titleStyle);\n var extendedSubtitleStyle = (0, _simpleAssign2.default)({}, styles.subtitle, subtitleStyle);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(rootStyle)\n }), _react2.default.createElement('span', {\n style: prepareStyles(extendedTitleStyle)\n }, title), _react2.default.createElement('span', {\n style: prepareStyles(extendedSubtitleStyle)\n }, subtitle), children);\n }\n }]);\n return CardTitle;\n}(_react.Component);\n\nCardTitle.muiName = 'CardTitle';\n\nCardTitle.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nCardTitle.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n * Can be used to render elements inside the Card Title.\n */\n children: _propTypes2.default.node,\n\n /**\n * Can be used to pass a closeIcon if you don't like the default expandable close Icon.\n */\n closeIcon: _propTypes2.default.node,\n\n /**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * If true, this card component will include a button to expand the card.\n */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Can be used to render a subtitle in the Card Title.\n */\n subtitle: _propTypes2.default.node,\n\n /**\n * Override the subtitle color.\n */\n subtitleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the subtitle.\n */\n subtitleStyle: _propTypes2.default.object,\n\n /**\n * Can be used to render a title in the Card Title.\n */\n title: _propTypes2.default.node,\n\n /**\n * Override the title color.\n */\n titleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the title.\n */\n titleStyle: _propTypes2.default.object\n} : {};\n\nexports.default = CardTitle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar

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_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var cardMedia =
context.muiTheme.cardMedia;\n  return {\n    root: {\n
    position: 'relative'\n    },\n    overlayContainer: {\n      position: 'absolute',\n      top: 0,\n      bottom: 0,\n      right:
0,\n      left: 0\n    },\n    overlay: {\n      height: '100%',\n      position: 'relative'\n    },\n    overlayContent: {\n
position: 'absolute',\n      bottom: 0,\n      right: 0,\n      left: 0,\n      paddingTop: 8,\n      background:
cardMedia.overlayContentBackground\n    },\n    media: {},\n    mediaChild: {\n      verticalAlign: 'top',\n
maxWidth: '100%',\n      minWidth: '100%',\n      width: '100%'\n    }\n  };\n}\n\nvar CardMedia = function
(_Component) {\n  (0, _inherits3.default)(CardMedia, _Component);\n\n  function CardMedia() {\n    (0,
_classCallCheck3.default)(this, CardMedia);\n    return (0, _possibleConstructorReturn3.default)(this,
(CardMedia.__proto__ || (0, _getPrototypeOf2.default)(CardMedia)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(CardMedia, [{\n    key: 'render',\n    value: function render() {\n
      var _props = this.props,\n          actAsExpander = _props.actAsExpander,\n          children = _props.children,\n
    expandable = _props.expandable,\n          mediaStyle = _props.mediaStyle,\n          overlay = _props.overlay,\n
  overlayContainerStyle = _props.overlayContainerStyle,\n          overlayContentStyle =
_props.overlayContentStyle,\n          overlayStyle = _props.overlayStyle,\n          style = _props.style,\n          other =
(0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable', 'mediaStyle', 'overlay',
'overlayContainerStyle', 'overlayContentStyle', 'overlayStyle', 'style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var rootStyle = (0,
_simpleAssign2.default)(styles.root, style);\n      var extendedMediaStyle = (0,
_simpleAssign2.default)(styles.media, mediaStyle);\n      var extendedOverlayContainerStyle = (0,
_simpleAssign2.default)(styles.overlayContainer,
 overlayContainerStyle);\n      var extendedOverlayContentStyle = (0,
_simpleAssign2.default)(styles.overlayContent, overlayContentStyle);\n      var extendedOverlayStyle = (0,
_simpleAssign2.default)(styles.overlay, overlayStyle);\n      var titleColor =
this.context.muiTheme.cardMedia.titleColor;\n      var subtitleColor =
this.context.muiTheme.cardMedia.subtitleColor;\n      var color = this.context.muiTheme.cardMedia.color;\n\n
var styledChildren = _react2.default.Children.map(children, function (child) {\n        if (!child) {\n          return
child;\n        }\n\n        return _react2.default.cloneElement(child, {\n          style: prepareStyles((0,
_simpleAssign2.default)({}, styles.mediaChild, child.props.style))\n        });\n      });\n\n      var overlayChildren =
_react2.default.Children.map(overlay, function (child) {\n        var childMuiName = child && child.type ?
child.type.muiName : null;\n\n        if (childMuiName === 'CardHeader'
 || childMuiName === 'CardTitle') {\n          return _react2.default.cloneElement(child, {\n            titleColor:
titleColor,\n            subtitleColor: subtitleColor\n          });\n        } else if (childMuiName === 'CardText') {\n
return _react2.default.cloneElement(child, {\n            color: color\n          });\n        } else {\n          return child;\n
}\n      });\n\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style:
prepareStyles(rootStyle)\n      }), _react2.default.createElement('div', {\n        style:
prepareStyles(extendedMediaStyle)\n      }, styledChildren), overlay ? _react2.default.createElement('div', {\n
style: prepareStyles(extendedOverlayContainerStyle)\n      }, _react2.default.createElement('div', {\n        style:
prepareStyles(extendedOverlayStyle)\n      }, _react2.default.createElement('div', {\n        style:
prepareStyles(extendedOverlayContentStyle)\n      }, overlayChildren)))
 : '');\n    }\n  }]);\n  return CardMedia;\n}(_react.Component);\n\nCardMedia.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nCardMedia.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * If true, a click on this card component expands the card.\n   */\n  actAsExpander:
_propTypes2.default.bool,\n\n  /**\n   * Can be used to render elements inside the Card Media.\n   */\n  children:
_propTypes2.default.node,\n\n  /**\n   * If true, this card component is expandable.\n   */\n  expandable:
_propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the Card Media.\n   */\n  mediaStyle:
_propTypes2.default.object,\n\n  /**\n   * Can be used to render overlay element in Card Media.\n   */\n  overlay:
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_propTypes2.default.node,\n\n /**\n   * Override the inline-styles of the overlay container.\n   */\n overlayContainerStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the overlay content.\n   */\n overlayContentStyle:
 _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the overlay element.\n   */\n overlayStyle:
_propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style:
_propTypes2.default.object\n} : {};\nexports.default = CardMedia;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2
 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var cardText =
context.muiTheme.cardText;\n return {\n   root: {\n   padding: 16,\n   fontSize: 14,\n   color: props.color
 || cardText.textColor\n   }\n };\n}\n\nvar CardText = function (_Component) {\n (0, _inherits3.default)(CardText,
_Component);\n\n function CardText() {\n   (0, _classCallCheck3.default)(this, CardText);\n   return (0,
_possibleConstructorReturn3.default)(this, (CardText.__proto__ || (0,
_getPrototypeOf2.default)(CardText)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardText, [{\n
key: 'render',\n   value: function render() {\n   var _props = this.props,\n   actAsExpander =
_props.actAsExpander,\n   children = _props.children,\n   color = _props.color,\n   expandable =
_props.expandable,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props,
['actAsExpander', 'children', 'color', 'expandable', 'style']);\n   var prepareStyles =
this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var rootStyle = (0,
_simpleAssign2.default)(styles.root,
 style);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style:
prepareStyles(rootStyle)\n   }), children);\n   }\n }]);\n return
CardText;\n}(_react.Component);\n\nCardText.muiName = 'CardText';\nCardText.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nCardText.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n /**\n   * If true, a click on this card component expands the card.\n   */\n actAsExpander:
_propTypes2.default.bool,\n\n /**\n   * Can be used to render elements inside the Card Text.\n   */\n children:
_propTypes2.default.node,\n\n /**\n   * Override the CardText color.\n   */\n color: _propTypes2.default.string,\n\n
/**\n   * If true, this card component is expandable.\n   */\n expandable: _propTypes2.default.bool,\n\n /**\n   *
Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default =
CardText;","'use strict';\n\nObject.defineProperty(exports,
 \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles() {\n return {\n root: {\n padding: 8,\n position: 'relative'\n },\n action: {\n marginRight: 8\n }\n };\n}\n\nvar CardActions = function (_Component) {\n (0, _inherits3.default)(CardActions, _Component);\n\n function CardActions() {\n (0, _classCallCheck3.default)(this, CardActions);\n return (0, _possibleConstructorReturn3.default)(this, (CardActions.__proto__ || (0, _getPrototypeOf2.default)(CardActions)).apply(this, arguments));\n
}\n\n (0, _createClass3.default)(CardActions, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n actAsExpander = _props.actAsExpander,\n children = _props.children,\n expandable = _props.expandable,\n showExpandableButton = _props.showExpandableButton,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable', 'showExpandableButton', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n\n var styledChildren = _react2.default.Children.map(children, function (child) {\n if (_react2.default.isValidElement(child)) {\n return _react2.default.cloneElement(child, {\n style: (0, _simpleAssign2.default)({}, styles.action, child.props.style)\n });\n }\n });\n\n return _react2.default.createElement('div',
(0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), styledChildren);\n }\n]);\n return CardActions;\n}(_react.Component);\n\nCardActions.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardActions.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n * Can be used to render elements inside the Card Action.\n */\n children: _propTypes2.default.node,\n\n /**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * If true, this card component will include a button to expand the card.\n */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = CardActions;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2
= require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-

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event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode =
require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _FocusRipple =
require('./FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple =
require('./TouchRipple');\n\nvar _TouchRipple2 = _interopRequireDefault(_TouchRipple);\n\nvar _Paper =
require('./../Paper');\n\nvar
 _Paper2 = _interopRequireDefault(_Paper);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var baseTheme =
context.muiTheme.baseTheme;\n  return {\n    root: {\n      cursor: props.disabled ? 'not-allowed' : 'pointer',\n
position: 'relative',\n      overflow: 'visible',\n      display: 'table',\n      height: 'auto',\n      width: '100%'\n    },\n
input: {\n      position: 'absolute',\n      cursor: 'inherit',\n      pointerEvents: 'all',\n      opacity: 0,\n      width:
'100%',\n      height: '100%',\n      zIndex: 2,\n      left: 0,\n      boxSizing: 'border-box',\n      padding: 0,\n      margin:
0\n    },\n    controls: {\n      display: 'flex',\n      width: '100%',\n      height: '100%'\n    },\n    label: {\n      float:
'left',\n      position: 'relative',\n
 display: 'block',\n      width: 'calc(100% - 60px)',\n      lineHeight: '24px',\n      color: baseTheme.palette.textColor,\n
    fontFamily: baseTheme.fontFamily\n    },\n    wrap: {\n      transition: _transitions2.default.easeOut(),\n      float:
'left',\n      position: 'relative',\n      display: 'block',\n      flexShrink: 0,\n      width: 60 -
baseTheme.spacing.desktopGutterLess,\n      marginRight: props.labelPosition === 'right' ?
baseTheme.spacing.desktopGutterLess : 0,\n      marginLeft: props.labelPosition === 'left' ?
baseTheme.spacing.desktopGutterLess : 0\n    },\n    ripple: {\n      color: props.rippleColor ||
baseTheme.palette.primary1Color,\n      height: '200%',\n      width: '200%',\n      top: -12,\n      left: -12\n    }\n
};\n}\n\nvar EnhancedSwitch = function (_Component) {\n  (0, _inherits3.default)(EnhancedSwitch,
_Component);\n\n  function EnhancedSwitch() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, EnhancedSwitch);\n\n
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] =
arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
EnhancedSwitch.__proto__ || (0, _getPrototypeOf2.default)(EnhancedSwitch)).call.apply(_ref, [this].concat(args))),
_this), _this.state = {\n      isKeyboardFocused: false\n    }, _this.handleChange = function (event) {\n
_this.tabPressed = false;\n\n      _this.setState({\n        isKeyboardFocused: false\n      });\n\n      var isInputChecked
= _this.refs.checkbox.checked;\n\n      if (!_this.props.hasOwnProperty('checked') &&
_this.props.onParentShouldUpdate) {\n        _this.props.onParentShouldUpdate(isInputChecked);\n      }\n\n      if
(_this.props.onSwitch) {\n        _this.props.onSwitch(event, isInputChecked);\n      }\n    }, _this.handleKeyDown =
function (event) {\n      var code = (0, _keycode2.default)(event);\n\n      if (code === 'tab')
 {\n        _this.tabPressed = true;\n      }\n\n      if (_this.state.isKeyboardFocused && code === 'space') {\n
_this.handleChange(event);\n      }\n    }, _this.handleKeyUp = function (event) {\n      if
(_this.state.isKeyboardFocused && (0, _keycode2.default)(event) === 'space') {\n
_this.handleChange(event);\n      }\n    }, _this.handleMouseDown = function (event) {\n      // only listen to left
clicks\n      if (event.button === 0) {\n        _this.refs.touchRipple.start(event);\n      }\n    }, _this.handleMouseUp =
function () {\n      _this.refs.touchRipple.end();\n    }, _this.handleMouseLeave = function () {\n
_this.refs.touchRipple.end();\n    }, _this.handleTouchStart = function (event) {\n
_this.refs.touchRipple.start(event);\n    }, _this.handleTouchEnd = function () {\n      _this.refs.touchRipple.end();\n
}, _this.handleBlur = function (event) {\n      _this.setState({\n        isKeyboardFocused: false\n      });\n\n      if
(_this.props.onBlur)
 {\n        _this.props.onBlur(event);\n      }\n    }, _this.handleFocus = function (event) {\n      // setTimeout is needed
becuase the focus event fires first\n      // Wait so that we can capture if this was a keyboard focus\n      // or touch
focus\n      setTimeout(function () {\n        if (_this.tabPressed) {\n          _this.setState({\n
isKeyboardFocused: true\n          });\n        }\n      }, 150);\n\n      if (_this.props.onFocus) {\n
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_this.props.onFocus(event);\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(EnhancedSwitch, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.componentWillReceiveProps(this.props);\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      var inputNode = this.refs.checkbox;\n\n      if ((!this.props.switched || inputNode.checked !== this.props.switched) && this.props.onParentShouldUpdate) {\n        this.props.onParentShouldUpdate(inputNode.checked);\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      var hasCheckedProp = nextProps.hasOwnProperty('checked');\n      var hasNewDefaultProp = nextProps.hasOwnProperty('defaultChecked') && nextProps.defaultChecked !== this.props.defaultChecked;\n\n      if (hasCheckedProp || hasNewDefaultProp) {\n        var switched = nextProps.checked || nextProps.defaultChecked || false;\n        this.setState({\n          switched: switched\n        });\n\n        if (this.props.onParentShouldUpdate && switched !== this.props.switched) {\n          this.props.onParentShouldUpdate(switched);\n        }\n      }\n    }\n  }, {\n    key: 'isSwitched',\n    value: function isSwitched() {\n      return this.refs.checkbox.checked;\n    } // no callback here because there is no event\n\n  }, {\n    key: 'setSwitched',\n    value: function setSwitched(newSwitchedValue)\n    {\n      if (!this.props.hasOwnProperty('checked') || this.props.checked === false) {\n        if (this.props.onParentShouldUpdate) {\n          this.props.onParentShouldUpdate(newSwitchedValue);\n        }\n\n        this.refs.checkbox.checked = newSwitchedValue;\n      } else {\n        process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Cannot call set method while checked is defined as a property.') : void 0;\n      }\n    }\n  }, {\n    key: 'getValue',\n    value: function getValue() {\n      return this.refs.checkbox.value;\n    }\n    // Checkbox inputs only use SPACE to change their state. Using ENTER will\n    // update the ui but not the input.\n\n    /**\n     * Because both the ripples and the checkbox input cannot share pointer\n     * events, the checkbox input takes control of pointer events and calls\n     * ripple animations manually.\n     */\n\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props\n      = this.props,\n          name = _props.name,\n          value = _props.value,\n          checked = _props.checked,\n          iconStyle = _props.iconStyle,\n          inputStyle = _props.inputStyle,\n          inputType = _props.inputType,\n          label = _props.label,\n          labelStyle = _props.labelStyle,\n          labelPosition = _props.labelPosition,\n          onSwitch = _props.onSwitch,\n          onBlur = _props.onBlur,\n          onFocus = _props.onFocus,\n          onMouseUp = _props.onMouseUp,\n          onMouseDown = _props.onMouseDown,\n          onMouseLeave = _props.onMouseLeave,\n          onTouchStart = _props.onTouchStart,\n          onTouchEnd = _props.onTouchEnd,\n          onParentShouldUpdate = _props.onParentShouldUpdate,\n          disabled = _props.disabled,\n          disableTouchRipple = _props.disableTouchRipple,\n          disableFocusRipple = _props.disableFocusRipple,\n          className = _props.className,\n          rippleColor = _props.rippleColor,\n          rippleStyle = _props.rippleStyle,\n          style = _props.style,\n          switched = _props.switched,\n          switchElement = _props.switchElement,\n          thumbStyle = _props.thumbStyle,\n          trackStyle = _props.trackStyle,\n          other = (0, _objectWithoutProperties3.default)(_props, ['name', 'value', 'checked', 'iconStyle', 'inputStyle', 'inputType', 'label', 'labelStyle', 'labelPosition', 'onSwitch', 'onBlur', 'onFocus', 'onMouseUp', 'onMouseDown', 'onMouseLeave', 'onTouchStart', 'onTouchEnd', 'onParentShouldUpdate', 'disabled', 'disableTouchRipple', 'disableFocusRipple', 'className', 'rippleColor', 'rippleStyle', 'style', 'switched', 'switchElement', 'thumbStyle', 'trackStyle']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var wrapStyles = (0, _simpleAssign2.default)(styles.wrap, iconStyle);\n      var mergedRippleStyle = (0, _simpleAssign2.default)(styles.ripple, rippleStyle);\n\n      if (thumbStyle) {\n        wrapStyles.marginLeft /= 2;\n        wrapStyles.marginRight /= 2;\n      }\n\n      var labelElement = label && _react2.default.createElement('label', {\n        style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle))\n      }, label);\n\n      var showTouchRipple = !disabled && !disableTouchRipple;\n      var showFocusRipple = !disabled && !disableFocusRipple;\n\n      var touchRipple = _react2.default.createElement(_TouchRipple2.default, {\n        ref: 'touchRipple',\n        key: 'touchRipple',\n        style: mergedRippleStyle,\n        color: mergedRippleStyle.color,\n        muiTheme: this.context.muiTheme,\n
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centerRipple: true\n      });\n\n      var focusRipple = _react2.default.createElement(_FocusRipple2.default, {\n
key: 'focusRipple',\n        innerStyle: mergedRippleStyle,\n        color: mergedRippleStyle.color,\n        muiTheme:
this.context.muiTheme,\n        show: this.state.isKeyboardFocused\n
    });\n\n      var ripples = [showTouchRipple ? touchRipple : null, showFocusRipple ? focusRipple : null];\n      var
touchHandlers = showTouchRipple ? {\n        onMouseUp: this.handleMouseUp,\n        onMouseDown:
this.handleMouseDown,\n        onMouseLeave: this.handleMouseLeave,\n        onTouchStart:
this.handleTouchStart,\n        onTouchEnd: this.handleTouchEnd\n      } : {};\n\n      var inputElement =
_react2.default.createElement('input', (0, _extends3.default)({}, other, {\n        ref: 'checkbox',\n        type:
inputType,\n        style: prepareStyles((0, _simpleAssign2.default)(styles.input, inputStyle)),\n        name: name,\n
  value: value,\n        checked: this.state.switched,\n        disabled: disabled,\n        onBlur: this.handleBlur,\n
onFocus: this.handleFocus,\n        onChange: this.handleChange\n      }, touchHandlers)); // If toggle component
(indicated by whether the style includes thumb) manually lay out\n      // elements in
 order to nest ripple elements\n\n\n      var switchOrThumbElement = !thumbStyle ?
_react2.default.createElement('div', {\n        style: prepareStyles(wrapStyles)\n      }, switchElement, ripples) :
_react2.default.createElement('div', {\n        style: prepareStyles(wrapStyles)\n      },
_react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, trackStyle))\n
}), _react2.default.createElement(_Paper2.default, {\n        style: thumbStyle,\n        zDepth: 1,\n        circle: true\n
}, ' ', ripples, ' '));\n      var elementsInOrder = labelPosition === 'right' ? _react2.default.createElement('div', {\n
style: styles.controls\n      }, switchOrThumbElement, labelElement) : _react2.default.createElement('div', {\n
style: styles.controls\n      }, labelElement, switchOrThumbElement);\n      return _react2.default.createElement('div',
{\n        ref: 'root',\n        className: className,\n        style: prepareStyles((0,
 _simpleAssign2.default)(styles.root, style))\n      }, _react2.default.createElement(_reactEventListener2.default, {\n
    target: 'window',\n        onKeyDown: this.handleKeyDown,\n        onKeyUp: this.handleKeyUp\n      }),
inputElement, elementsInOrder);\n    }\n  }]);\n  return
EnhancedSwitch;\n}(_react.Component);\n\nEnhancedSwitch.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nEnhancedSwitch.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  checked: _propTypes2.default.bool,\n  className: _propTypes2.default.string,\n
defaultChecked: _propTypes2.default.bool,\n  disableFocusRipple: _propTypes2.default.bool,\n
disableTouchRipple: _propTypes2.default.bool,\n  disabled: _propTypes2.default.bool,\n  iconStyle:
_propTypes2.default.object,\n  inputStyle: _propTypes2.default.object,\n  inputType:
_propTypes2.default.string.isRequired,\n  label: _propTypes2.default.node,\n  labelPosition:
_propTypes2.default.oneOf(['left', 'right']),\n  labelStyle:
 _propTypes2.default.object,\n  name: _propTypes2.default.string,\n  onBlur: _propTypes2.default.func,\n  onFocus:
_propTypes2.default.func,\n  onMouseDown: _propTypes2.default.func,\n  onMouseLeave:
_propTypes2.default.func,\n  onMouseUp: _propTypes2.default.func,\n  onParentShouldUpdate:
_propTypes2.default.func,\n  onSwitch: _propTypes2.default.func,\n  onTouchEnd: _propTypes2.default.func,\n
onTouchStart: _propTypes2.default.func,\n  rippleColor: _propTypes2.default.string,\n  rippleStyle:
_propTypes2.default.object,\n  style: _propTypes2.default.object,\n  switchElement:
_propTypes2.default.element.isRequired,\n  switched: _propTypes2.default.bool.isRequired,\n  thumbStyle:
_propTypes2.default.object,\n  trackStyle: _propTypes2.default.object,\n  value: _propTypes2.default.any\n} :
{};\nexports.default = EnhancedSwitch;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\nexports.default = undefined;\n\nvar _DatePicker = require('./DatePicker');\n\nvar
 _DatePicker2 = _interopRequireDefault(_DatePicker);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _DatePicker2.default;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
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require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _SlideInChild = require('./SlideInChild');\n\nvar _SlideInChild2 = _interopRequireDefault(_SlideInChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar SlideIn = function (_Component) {\n (0, _inherits3.default)(SlideIn, _Component);\n\n function SlideIn() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, SlideIn);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = SlideIn.__proto__ || (0, _getPrototypeOf2.default)(SlideIn)).call.apply(_ref, [this].concat(args))), _this), _this.getLeaveDirection = function () {\n return _this.props.direction;\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(SlideIn, [{\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n enterDelay = _props.enterDelay,\n children = _props.children,\n childStyle = _props.childStyle,\n direction = _props.direction,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['enterDelay', 'children', 'childStyle', 'direction', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'relative',\n overflow: 'hidden',\n height: '100%'\n }, style);\n\n var newChildren = _react2.default.Children.map(children, function (child) {\n return _react2.default.createElement(_SlideInChild2.default, {\n key: child.key,\n direction: direction,\n enterDelay: enterDelay,\n getLeaveDirection: _this2.getLeaveDirection,\n style: childStyle\n }, child);\n }, this);\n\n return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedRootStyles),\n component: 'div'\n }), newChildren);\n }\n }]);\n return SlideIn;\n}(_react.Component);\n\nSlideIn.defaultProps = {\n enterDelay: 0,\n direction: 'left'\n};\nSlideIn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSlideIn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n childStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n direction: _propTypes2.default.oneOf(['left', 'right', 'up', 'down']),\n enterDelay: _propTypes2.default.number,\n style: _propTypes2.default.object\n} : {};\nexports.default = SlideIn;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =

require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var targetOrigin = props.targetOrigin;\n var open = state.open;\n var muiTheme = context.muiTheme;\n var horizontal = targetOrigin.horizontal.replace('middle', 'center');\n return {\n root: {\n position: 'fixed',\n zIndex: muiTheme.zIndex.popover,\n opacity: open ? 1 : 0,\n transform: open ? 'scaleY(1)' : 'scaleY(0)',\n transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n transition: _transitions2.default.easeOut('450ms', ['transform', 'opacity']),\n maxHeight: '100%'\n }\n };\n}\n\nvar PopoverAnimationVertical = function (_Component) {\n (0, _inherits3.default)(PopoverAnimationVertical, _Component);\n\n function PopoverAnimationVertical() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, PopoverAnimationVertical);\n\n for (var _len = arguments.length, args
= Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationVertical.__proto__ || (0, _getPrototypeOf2.default)(PopoverAnimationVertical)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open: false\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(PopoverAnimationVertical, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.setState({\n open: true\n }); // eslint-disable-line react/no-did-mount-set-state\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n this.setState({\n open: nextProps.open\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style,\n zDepth = _props.zDepth;\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement(_Paper2.default, {\n style: (0, _simpleAssign2.default)(styles.root, style),\n zDepth: zDepth,\n className: className\n }, this.props.children);\n }\n }]);\n return PopoverAnimationVertical;\n}(_react.Component);\n\nPopoverAnimationVertical.defaultProps = {\n style: {},\n zDepth: 1\n};\nPopoverAnimationVertical.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPopoverAnimationVertical.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n className: _propTypes2.default.string,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n targetOrigin: _propTypes4.default.origin.isRequired,\n zDepth: _propTypes4.default.zDepth\n}
: {};\nexports.default = PopoverAnimationVertical;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem = exports.DropDownMenu = undefined;\n\nvar _DropDownMenu2 = require('./DropDownMenu');\n\nvar _DropDownMenu3 = _interopRequireDefault(_DropDownMenu2);\n\nvar _MenuItem2 = require('../MenuItem/MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.DropDownMenu = _DropDownMenu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default = _DropDownMenu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3
= _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_defineProperty2 = require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 =
_interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
 _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _titleBar;\n\n  var
_context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      gridTile =
_context$muiTheme.gridTile;\n  var actionPos = props.actionIcon && props.actionPosition;\n  var styles = {\n
root: {\n      position: 'relative',\n      display: 'block',\n      height: '100%',\n      overflow: 'hidden'\n    },\n  titleBar:
(_titleBar = {\n      position: 'absolute',\n      left: 0,\n      right: 0\n    }, (0, _defineProperty3.default)(_titleBar,
props.titlePosition, 0), (0, _defineProperty3.default)(_titleBar, 'height', props.subtitle ? 68 : 48),
 (0, _defineProperty3.default)(_titleBar, 'background', props.titleBackground), (0,
_defineProperty3.default)(_titleBar, 'display', 'flex'), (0, _defineProperty3.default)(_titleBar, 'alignItems', 'center'),
_titleBar),\n  titleWrap: {\n      flexGrow: 1,\n      marginLeft: actionPos !== 'left' ?
baseTheme.spacing.desktopGutterLess : 0,\n      marginRight: actionPos === 'left' ?
baseTheme.spacing.desktopGutterLess : 0,\n      color: gridTile.textColor,\n      overflow: 'hidden'\n    },\n  title: {\n
    fontSize: '16px',\n      textOverflow: 'ellipsis',\n      overflow: 'hidden',\n      whiteSpace: 'nowrap'\n    },\n
subtitle: {\n      fontSize: '12px',\n      textOverflow: 'ellipsis',\n      overflow: 'hidden',\n      whiteSpace: 'nowrap'\n
},\n  actionIcon: {\n      order: actionPos === 'left' ? -1 : 1\n    },\n  childImg: {\n      height: '100%',\n
transform: 'translateX(-50%)',\n      position: 'relative',\n      left: '50%'\n    }\n  };\n  return styles;\n}\n\nvar
 GridTile = function (_Component) {\n  (0, _inherits3.default)(GridTile, _Component);\n\n  function GridTile() {\n
(0, _classCallCheck3.default)(this, GridTile);\n    return (0, _possibleConstructorReturn3.default)(this,
(GridTile.__proto__ || (0, _getPrototypeOf2.default)(GridTile)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(GridTile, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n
 this.ensureImageCover();\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate()
{\n      this.ensureImageCover();\n    }\n  }, {\n    key: 'ensureImageCover',\n    value: function ensureImageCover()
{\n      var _this2 = this;\n\n      var imgEl = this.refs.img;\n\n      if (imgEl) {\n        var fit = function fit() {\n          if
(imgEl.offsetWidth < imgEl.parentNode.offsetWidth) {\n            var isRtl = _this2.context.muiTheme.isRtl;\n
imgEl.style.height = 'auto';\n\n            if (isRtl) {\n
          imgEl.style.right = '0';\n            } else {\n              imgEl.style.left = '0';\n            }\n\n            imgEl.style.width
= '100%';\n            imgEl.style.top = '50%';\n            imgEl.style.transform = imgEl.style.WebkitTransform =
'translateY(-50%)';\n          }\n\n          imgEl.removeEventListener('load', fit);\n          imgEl = null; // prevent
closure memory leak\n        };\n\n        if (imgEl.complete) {\n          fit();\n        } else {\n
imgEl.addEventListener('load', fit);\n        }\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n
var _props = this.props,\n          title = _props.title,\n          subtitle = _props.subtitle,\n          titlePosition =
_props.titlePosition,\n          titleBackground = _props.titleBackground,\n          titleStyle = _props.titleStyle,\n
subtitleStyle = _props.subtitleStyle,\n          actionIcon = _props.actionIcon,\n          actionPosition =
_props.actionPosition,\n
          style = _props.style,\n          children = _props.children,\n          containerElement =
_props.containerElement,\n          other = (0, _objectWithoutProperties3.default)(_props, ['title', 'subtitle',
'titlePosition', 'titleBackground', 'titleStyle', 'subtitleStyle', 'actionIcon', 'actionPosition', 'style', 'children',
'containerElement']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles =
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getStyles(this.props, this.context);\n      var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n
var titleBar = null;\n\n      if (title) {\n        titleBar = _react2.default.createElement('div', {\n          key: 'titlebar',\n
   style: prepareStyles(styles.titleBar)\n        }, _react2.default.createElement('div', {\n          style:
prepareStyles(styles.titleWrap)\n        }, _react2.default.createElement('div', {\n          style: prepareStyles((0,
_simpleAssign2.default)(styles.title, titleStyle))\n        },
 title), subtitle ? _react2.default.createElement('div', {\n          style: prepareStyles((0,
_simpleAssign2.default)(styles.subtitle, subtitleStyle))\n        }, subtitle) : null), actionIcon ?
_react2.default.createElement('div', {\n          style: prepareStyles(styles.actionIcon)\n        }, actionIcon) : null);\n
}\n\n      var newChildren = children; // if there is a single image passed as children\n      // clone it and add our
styles\n\n      if (_react2.default.Children.count(children) === 1) {\n        newChildren =
_react2.default.Children.map(children, function (child) {\n          if (child.type === 'img') {\n            return
_react2.default.cloneElement(child, {\n              key: 'img',\n              ref: 'img',\n              style: prepareStyles((0,
_simpleAssign2.default)({}, styles.childImg, child.props.style))\n            });\n          } else {\n            return child;\n
      }\n        });\n      }\n\n      var containerProps = (0, _extends3.default)({\n
        style: prepareStyles(mergedRootStyles)\n      }, other);\n      return
_react2.default.isValidElement(containerElement) ? _react2.default.cloneElement(containerElement,
containerProps, [newChildren, titleBar]) : _react2.default.createElement(containerElement, containerProps,
[newChildren, titleBar]);\n    }\n  }]);\n  return GridTile;\n}(_react.Component);\n\nGridTile.defaultProps = {\n
titlePosition: 'bottom',\n  titleBackground: 'rgba(0, 0, 0, 0.4)',\n  actionPosition: 'right',\n  cols: 1,\n  rows: 1,\n
containerElement: 'div'\n};\nGridTile.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nGridTile.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * An IconButton element to be used as secondary action target\n   * (primary action target is the tile
itself).\n   */\n  actionIcon: _propTypes2.default.element,\n\n  /**\n   * Position of secondary action IconButton.\n
*/\n  actionPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n
  /**\n   * Theoretically you can pass any node as children, but the main use case is to pass an img,\n   * in
whichcase GridTile takes care of making the image \"cover\" available space\n   * (similar to background-size: cover
or to object-fit:cover).\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * Width of the tile in number of grid
cells.\n   */\n  cols: _propTypes2.default.number,\n\n  /**\n   * Either a string used as tag name for the tile root
element, or a ReactElement.\n   * This is useful when you have, for example, a custom implementation of\n   * a
navigation link (that knows about your routes) and you want to use it as the primary tile action.\n   * In case you
pass a ReactElement, please ensure that it passes all props,\n   * accepts styles overrides and render it's children.\n
*/\n  containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string,
_propTypes2.default.element]),\n\n  /**\n   * Height of the tile in number of grid cells.\n
   */\n  rows: _propTypes2.default.number,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object,\n\n  /**\n   * String or element serving as subtitle (support text).\n   */\n  subtitle:
_propTypes2.default.node,\n\n  /**\n   * Override the inline-styles of the subtitle element.\n   */\n  subtitleStyle:
_propTypes2.default.object,\n\n  /**\n   * Title to be displayed on tile.\n   */\n  title: _propTypes2.default.node,\n\n
/**\n   * Style used for title bar background.\n   * Useful for setting custom gradients for example\n   */\n
titleBackground: _propTypes2.default.string,\n\n  /**\n   * Position of the title bar (container of title, subtitle and
action icon).\n   */\n  titlePosition: _propTypes2.default.oneOf(['top', 'bottom']),\n\n  /**\n   * Override the inline-
styles of the title element.\n   */\n  titleStyle: _propTypes2.default.object\n} : {};\nexports.default = GridTile;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\",
 {\n  value: true\n});\nexports.makeSelectable = undefined;\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
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runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar makeSelectable = function makeSelectable(MyComponent) {\n var _class, _temp2;\n\n return _temp2 = _class = function (_Component) {\n   (0, _inherits3.default)(_class, _Component);\n\n   function _class() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, _class);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = _class.__proto__ || (0, _getPrototypeOf2.default)(_class)).call.apply(_ref, [this].concat(args))), _this), _this.hasSelectedDescendant = function (previousValue, child) {\n   if (_react2.default.isValidElement(child) && child.props.nestedItems && child.props.nestedItems.length > 0) {\n   return child.props.nestedItems.reduce(_this.hasSelectedDescendant, previousValue);\n   }\n\n   return previousValue || _this.isChildSelected(child, _this.props);\n   }, _this.handleItemClick = function (event, item) {\n   var itemValue = item.props.value;\n\n   if (itemValue !== _this.props.value) {\n   if (_this.props.onChange) {\n   _this.props.onChange(event, itemValue);\n   }\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n   }\n\n   (0, _createClass3.default)(_class, [{\n   key: 'extendChild',\n   value: function extendChild(child, styles, selectedItemStyle) {\n   var _this2 = this;\n\n   if (child && child.type && child.type.muiName === 'ListItem') {\n   var selected = this.isChildSelected(child, this.props);\n   var selectedChildrenStyles = void 0;\n\n   if (selected) {\n   selectedChildrenStyles = (0, _simpleAssign2.default)({}, styles, selectedItemStyle);\n   }\n\n   var mergedChildrenStyles = (0, _simpleAssign2.default)({}, child.props.style, selectedChildrenStyles);\n   this.keyIndex += 1;\n   return _react2.default.cloneElement(child, {\n   onClick: function onClick(event) {\n   _this2.handleItemClick(event, child);\n\n   if (child.props.onClick) {\n   child.props.onClick(event);\n   }\n   },\n   key: this.keyIndex,\n   style: mergedChildrenStyles,\n   nestedItems: child.props.nestedItems.map(function (child) {\n   return _this2.extendChild(child, styles, selectedItemStyle);\n   }),\n   initiallyOpen: this.isInitiallyOpen(child)\n   });\n   } else {\n   return child;\n   }\n   }\n   }, {\n   key: 'isInitiallyOpen',\n   value: function isInitiallyOpen(child) {\n   if (child.props.initiallyOpen) {\n   return child.props.initiallyOpen;\n   }\n\n   return this.hasSelectedDescendant(false, child);\n   }\n   }, {\n   key: 'isChildSelected',\n   value: function isChildSelected(child, props) {\n   return props.value === child.props.value;\n   }\n   }, {\n   key: 'render',\n   value: function render() {\n   var _this3 = this;\n\n   var _props = this.props,\n   children = _props.children,\n   selectedItemStyle = _props.selectedItemStyle,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'selectedItemStyle']);\n\n   this.keyIndex = 0;\n   var styles = {};\n\n   if (!selectedItemStyle) {\n   var textColor = this.context.muiTheme.baseTheme.palette.textColor;\n   styles.backgroundColor = (0, _colorManipulator.fade)(textColor, 0.2);\n   }\n\n   return _react2.default.createElement(MyComponent, (0, _extends3.default)({}, other, this.state), _react.Children.map(children, function (child) {\n   return _this3.extendChild(child, styles, selectedItemStyle);\n   }));\n   }\n   }]);\n   return _class;\n }(_react.Component), _class.propTypes = {\n   children: _propTypes2.default.node,\n   onChange:

_propTypes2.default.func,\n   selectedItemStyle: _propTypes2.default.object,\n   value: _propTypes2.default.any\n}, _class.contextTypes = {\n   muiTheme: _propTypes2.default.object.isRequired\n },
_temp2;\n};\n\nexports.makeSelectable = makeSelectable;\nexports.default = makeSelectable;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\",
 {\n value: true\n});\nvar red50 = exports.red50 = '#ffebee';\nvar red100 = exports.red100 = '#ffcdd2';\nvar red200 = exports.red200 = '#ef9a9a';\nvar red300 = exports.red300 = '#e57373';\nvar red400 = exports.red400 = '#ef5350';\nvar red500 = exports.red500 = '#f44336';\nvar red600 = exports.red600 = '#e53935';\nvar red700 = exports.red700 = '#d32f2f';\nvar red800 = exports.red800 = '#c62828';\nvar red900 = exports.red900 = '#b71c1c';\nvar redA100 = exports.redA100 = '#ff8a80';\nvar redA200 = exports.redA200 = '#ff5252';\nvar redA400 = exports.redA400 = '#ff1744';\nvar redA700 = exports.redA700 = '#d50000';\nvar pink50 = exports.pink50 = '#fce4ec';\nvar pink100 = exports.pink100 = '#f8bbd0';\nvar pink200 = exports.pink200 = '#f48fb1';\nvar pink300 = exports.pink300 = '#f06292';\nvar pink400 = exports.pink400 = '#ec407a';\nvar pink500 = exports.pink500 = '#e91e63';\nvar pink600 = exports.pink600 = '#d81b60';\nvar pink700 = exports.pink700 = '#c2185b';\nvar pink800 = exports.pink800 =
 '#ad1457';\nvar pink900 = exports.pink900 = '#880e4f';\nvar pinkA100 = exports.pinkA100 = '#ff80ab';\nvar pinkA200 = exports.pinkA200 = '#ff4081';\nvar pinkA400 = exports.pinkA400 = '#f50057';\nvar pinkA700 = exports.pinkA700 = '#c51162';\nvar purple50 = exports.purple50 = '#f3e5f5';\nvar purple100 = exports.purple100 = '#e1bee7';\nvar purple200 = exports.purple200 = '#ce93d8';\nvar purple300 = exports.purple300 = '#ba68c8';\nvar purple400 = exports.purple400 = '#ab47bc';\nvar purple500 = exports.purple500 = '#9c27b0';\nvar purple600 = exports.purple600 = '#8e24aa';\nvar purple700 = exports.purple700 = '#7b1fa2';\nvar purple800 = exports.purple800 = '#6a1b9a';\nvar purple900 = exports.purple900 = '#4a148c';\nvar purpleA100 = exports.purpleA100 = '#ea80fc';\nvar purpleA200 = exports.purpleA200 = '#e040fb';\nvar purpleA400 = exports.purpleA400 = '#d500f9';\nvar purpleA700 = exports.purpleA700 = '#aa00ff';\nvar deepPurple50 = exports.deepPurple50 = '#ede7f6';\nvar deepPurple100 = exports.deepPurple100
 = '#d1c4e9';\nvar deepPurple200 = exports.deepPurple200 = '#b39ddb';\nvar deepPurple300 = exports.deepPurple300 = '#9575cd';\nvar deepPurple400 = exports.deepPurple400 = '#7e57c2';\nvar deepPurple500 = exports.deepPurple500 = '#673ab7';\nvar deepPurple600 = exports.deepPurple600 = '#5e35b1';\nvar deepPurple700 = exports.deepPurple700 = '#512da8';\nvar deepPurple800 = exports.deepPurple800 = '#4527a0';\nvar deepPurple900 = exports.deepPurple900 = '#311b92';\nvar deepPurpleA100 = exports.deepPurpleA100 = '#b388ff';\nvar deepPurpleA200 = exports.deepPurpleA200 = '#7c4dff';\nvar deepPurpleA400 = exports.deepPurpleA400 = '#651fff';\nvar deepPurpleA700 = exports.deepPurpleA700 = '#6200ea';\nvar indigo50 = exports.indigo50 = '#e8eaf6';\nvar indigo100 = exports.indigo100 = '#c5cae9';\nvar indigo200 = exports.indigo200 = '#9fa8da';\nvar indigo300 = exports.indigo300 = '#7986cb';\nvar indigo400 = exports.indigo400 = '#5c6bc0';\nvar indigo500 = exports.indigo500 = '#3f51b5';\nvar indigo600
 = exports.indigo600 = '#3949ab';\nvar indigo700 = exports.indigo700 = '#303f9f';\nvar indigo800 = exports.indigo800 = '#283593';\nvar indigo900 = exports.indigo900 = '#1a237e';\nvar indigoA100 = exports.indigoA100 = '#8c9eff';\nvar indigoA200 = exports.indigoA200 = '#536dfe';\nvar indigoA400 = exports.indigoA400 = '#3d5afe';\nvar indigoA700 = exports.indigoA700 = '#304ffe';\nvar blue50 = exports.blue50 = '#e3f2fd';\nvar blue100 = exports.blue100 = '#bbdefb';\nvar blue200 = exports.blue200 = '#90caf9';\nvar blue300 = exports.blue300 = '#64b5f6';\nvar blue400 = exports.blue400 = '#42a5f5';\nvar blue500 = exports.blue500 = '#2196f3';\nvar blue600 = exports.blue600 = '#1e88e5';\nvar blue700 = exports.blue700 = '#1976d2';\nvar blue800 = exports.blue800 = '#1565c0';\nvar blue900 = exports.blue900 = '#0d47a1';\nvar blueA100 = exports.blueA100 = '#82b1ff';\nvar blueA200 = exports.blueA200 = '#448aff';\nvar blueA400 = exports.blueA400 = '#2979ff';\nvar blueA700 = exports.blueA700 = '#2962ff';\nvar
 lightBlue50 = exports.lightBlue50 = '#e1f5fe';\nvar lightBlue100 = exports.lightBlue100 = '#b3e5fc';\nvar lightBlue200 = exports.lightBlue200 = '#81d4fa';\nvar lightBlue300 = exports.lightBlue300 = '#4fc3f7';\nvar lightBlue400 = exports.lightBlue400 = '#29b6f6';\nvar lightBlue500 = exports.lightBlue500 = '#03a9f4';\nvar lightBlue600 = exports.lightBlue600 = '#039be5';\nvar lightBlue700 = exports.lightBlue700 = '#0288d1';\nvar

lightBlue800 = exports.lightBlue800 = '#0277bd';\nvar lightBlue900 = exports.lightBlue900 = '#01579b';\nvar lightBlueA100 = exports.lightBlueA100 = '#80d8ff';\nvar lightBlueA200 = exports.lightBlueA200 = '#40c4ff';\nvar lightBlueA400 = exports.lightBlueA400 = '#00b0ff';\nvar lightBlueA700 = exports.lightBlueA700 = '#0091ea';\nvar cyan50 = exports.cyan50 = '#e0f7fa';\nvar cyan100 = exports.cyan100 = '#b2ebf2';\nvar cyan200 = exports.cyan200 = '#80deea';\nvar cyan300 = exports.cyan300 = '#4dd0e1';\nvar cyan400 = exports.cyan400 = '#26c6da';\nvar cyan500
= exports.cyan500 = '#00bcd4';\nvar cyan600 = exports.cyan600 = '#00acc1';\nvar cyan700 = exports.cyan700 = '#0097a7';\nvar cyan800 = exports.cyan800 = '#00838f';\nvar cyan900 = exports.cyan900 = '#006064';\nvar cyanA100 = exports.cyanA100 = '#84ffff';\nvar cyanA200 = exports.cyanA200 = '#18ffff';\nvar cyanA400 = exports.cyanA400 = '#00e5ff';\nvar cyanA700 = exports.cyanA700 = '#00b8d4';\nvar teal50 = exports.teal50 = '#e0f2f1';\nvar teal100 = exports.teal100 = '#b2dfdb';\nvar teal200 = exports.teal200 = '#80cbc4';\nvar teal300 = exports.teal300 = '#4db6ac';\nvar teal400 = exports.teal400 = '#26a69a';\nvar teal500 = exports.teal500 = '#009688';\nvar teal600 = exports.teal600 = '#00897b';\nvar teal700 = exports.teal700 = '#00796b';\nvar teal800 = exports.teal800 = '#00695c';\nvar teal900 = exports.teal900 = '#004d40';\nvar tealA100 = exports.tealA100 = '#a7ffeb';\nvar tealA200 = exports.tealA200 = '#64ffda';\nvar tealA400 = exports.tealA400 = '#1de9b6';\nvar tealA700 = exports.tealA700
= '#00bfa5';\nvar green50 = exports.green50 = '#e8f5e9';\nvar green100 = exports.green100 = '#c8e6c9';\nvar green200 = exports.green200 = '#a5d6a7';\nvar green300 = exports.green300 = '#81c784';\nvar green400 = exports.green400 = '#66bb6a';\nvar green500 = exports.green500 = '#4caf50';\nvar green600 = exports.green600 = '#43a047';\nvar green700 = exports.green700 = '#388e3c';\nvar green800 = exports.green800 = '#2e7d32';\nvar green900 = exports.green900 = '#1b5e20';\nvar greenA100 = exports.greenA100 = '#b9f6ca';\nvar greenA200 = exports.greenA200 = '#69f0ae';\nvar greenA400 = exports.greenA400 = '#00e676';\nvar greenA700 = exports.greenA700 = '#00c853';\nvar lightGreen50 = exports.lightGreen50 = '#f1f8e9';\nvar lightGreen100 = exports.lightGreen100 = '#dcedc8';\nvar lightGreen200 = exports.lightGreen200 = '#c5e1a5';\nvar lightGreen300 = exports.lightGreen300 = '#aed581';\nvar lightGreen400 = exports.lightGreen400 = '#9ccc65';\nvar lightGreen500 = exports.lightGreen500 = '#8bc34a';\nvar
lightGreen600 = exports.lightGreen600 = '#7cb342';\nvar lightGreen700 = exports.lightGreen700 = '#689f38';\nvar lightGreen800 = exports.lightGreen800 = '#558b2f';\nvar lightGreen900 = exports.lightGreen900 = '#33691e';\nvar lightGreenA100 = exports.lightGreenA100 = '#ccff90';\nvar lightGreenA200 = exports.lightGreenA200 = '#b2ff59';\nvar lightGreenA400 = exports.lightGreenA400 = '#76ff03';\nvar lightGreenA700 = exports.lightGreenA700 = '#64dd17';\nvar lime50 = exports.lime50 = '#f9fbe7';\nvar lime100 = exports.lime100 = '#f0f4c3';\nvar lime200 = exports.lime200 = '#e6ee9c';\nvar lime300 = exports.lime300 = '#dce775';\nvar lime400 = exports.lime400 = '#d4e157';\nvar lime500 = exports.lime500 = '#cddc39';\nvar lime600 = exports.lime600 = '#c0ca33';\nvar lime700 = exports.lime700 = '#afb42b';\nvar lime800 = exports.lime800 = '#9e9d24';\nvar lime900 = exports.lime900 = '#827717';\nvar limeA100 = exports.limeA100 = '#f4ff81';\nvar limeA200 = exports.limeA200 = '#eeff41';\nvar limeA400 = exports.limeA400
= '#c6ff00';\nvar limeA700 = exports.limeA700 = '#aeea00';\nvar yellow50 = exports.yellow50 = '#fffde7';\nvar yellow100 = exports.yellow100 = '#fff9c4';\nvar yellow200 = exports.yellow200 = '#fff59d';\nvar yellow300 = exports.yellow300 = '#fff176';\nvar yellow400 = exports.yellow400 = '#ffee58';\nvar yellow500 = exports.yellow500 = '#ffeb3b';\nvar yellow600 = exports.yellow600 = '#fdd835';\nvar yellow700 = exports.yellow700 = '#fbc02d';\nvar yellow800 = exports.yellow800 = '#f9a825';\nvar yellow900 = exports.yellow900 = '#f57f17';\nvar yellowA100 = exports.yellowA100 = '#ffff8d';\nvar yellowA200 = exports.yellowA200 = '#ffff00';\nvar yellowA400 = exports.yellowA400 = '#ffea00';\nvar yellowA700 = exports.yellowA700 = '#ffd600';\nvar amber50 = exports.amber50 = '#fff8e1';\nvar amber100 = exports.amber100 = '#ffecb3';\nvar amber200 = exports.amber200 = '#ffe082';\nvar amber300 = exports.amber300 = '#ffd54f';\nvar amber400 = exports.amber400 = '#ffca28';\nvar amber500 = exports.amber500
= '#ffc107';\nvar amber600 = exports.amber600 = '#ffb300';\nvar amber700 = exports.amber700 = '#ffa000';\nvar amber800 = exports.amber800 = '#ff8f00';\nvar amber900 = exports.amber900 = '#ff6f00';\nvar amberA100 =

exports.amberA100 = '#ffe57f';\nvar amberA200 = exports.amberA200 = '#ffd740';\nvar amberA400 = exports.amberA400 = '#ffc400';\nvar amberA700 = exports.amberA700 = '#ffab00';\nvar orange50 = exports.orange50 = '#fff3e0';\nvar orange100 = exports.orange100 = '#ffe0b2';\nvar orange200 = exports.orange200 = '#ffcc80';\nvar orange300 = exports.orange300 = '#ffb74d';\nvar orange400 = exports.orange400 = '#ffa726';\nvar orange500 = exports.orange500 = '#ff9800';\nvar orange600 = exports.orange600 = '#fb8c00';\nvar orange700 = exports.orange700 = '#f57c00';\nvar orange800 = exports.orange800 = '#ef6c00';\nvar orange900 = exports.orange900 = '#e65100';\nvar orangeA100 = exports.orangeA100 = '#ffd180';\nvar orangeA200 = exports.orangeA200 = '#ffab40';\nvar orangeA400 = exports.orangeA400
= '#ff9100';\nvar orangeA700 = exports.orangeA700 = '#ff6d00';\nvar deepOrange50 = exports.deepOrange50 = '#fbe9e7';\nvar deepOrange100 = exports.deepOrange100 = '#ffccbc';\nvar deepOrange200 = exports.deepOrange200 = '#ffab91';\nvar deepOrange300 = exports.deepOrange300 = '#ff8a65';\nvar deepOrange400 = exports.deepOrange400 = '#ff7043';\nvar deepOrange500 = exports.deepOrange500 = '#ff5722';\nvar deepOrange600 = exports.deepOrange600 = '#f4511e';\nvar deepOrange700 = exports.deepOrange700 = '#e64a19';\nvar deepOrange800 = exports.deepOrange800 = '#d84315';\nvar deepOrange900 = exports.deepOrange900 = '#bf360c';\nvar deepOrangeA100 = exports.deepOrangeA100 = '#ff9e80';\nvar deepOrangeA200 = exports.deepOrangeA200 = '#ff6e40';\nvar deepOrangeA400 = exports.deepOrangeA400 = '#ff3d00';\nvar deepOrangeA700 = exports.deepOrangeA700 = '#dd2c00';\nvar brown50 = exports.brown50 = '#efebe9';\nvar brown100 = exports.brown100 = '#d7ccc8';\nvar brown200 = exports.brown200 = '#bcaaa4';\nvar
brown300 = exports.brown300 = '#a1887f';\nvar brown400 = exports.brown400 = '#8d6e63';\nvar brown500 = exports.brown500 = '#795548';\nvar brown600 = exports.brown600 = '#6d4c41';\nvar brown700 = exports.brown700 = '#5d4037';\nvar brown800 = exports.brown800 = '#4e342e';\nvar brown900 = exports.brown900 = '#3e2723';\nvar blueGrey50 = exports.blueGrey50 = '#eceff1';\nvar blueGrey100 = exports.blueGrey100 = '#cfd8dc';\nvar blueGrey200 = exports.blueGrey200 = '#b0bec5';\nvar blueGrey300 = exports.blueGrey300 = '#90a4ae';\nvar blueGrey400 = exports.blueGrey400 = '#78909c';\nvar blueGrey500 = exports.blueGrey500 = '#607d8b';\nvar blueGrey600 = exports.blueGrey600 = '#546e7a';\nvar blueGrey700 = exports.blueGrey700 = '#455a64';\nvar blueGrey800 = exports.blueGrey800 = '#37474f';\nvar blueGrey900 = exports.blueGrey900 = '#263238';\nvar grey50 = exports.grey50 = '#fafafa';\nvar grey100 = exports.grey100 = '#f5f5f5';\nvar grey200 = exports.grey200 = '#eeeeee';\nvar grey300 = exports.grey300
= '#e0e0e0';\nvar grey400 = exports.grey400 = '#bdbdbd';\nvar grey500 = exports.grey500 = '#9e9e9e';\nvar grey600 = exports.grey600 = '#757575';\nvar grey700 = exports.grey700 = '#616161';\nvar grey800 = exports.grey800 = '#424242';\nvar grey900 = exports.grey900 = '#212121';\nvar black = exports.black = '#000000';\nvar white = exports.white = '#ffffff';\nvar transparent = exports.transparent = 'rgba(0, 0, 0, 0)';\nvar fullBlack = exports.fullBlack = 'rgba(0, 0, 0, 1)';\nvar darkBlack = exports.darkBlack = 'rgba(0, 0, 0, 0.87)';\nvar lightBlack = exports.lightBlack = 'rgba(0, 0, 0, 0.54)';\nvar minBlack = exports.minBlack = 'rgba(0, 0, 0, 0.26)';\nvar faintBlack = exports.faintBlack = 'rgba(0, 0, 0, 0.12)';\nvar fullWhite = exports.fullWhite = 'rgba(255, 255, 255, 1)';\nvar darkWhite = exports.darkWhite = 'rgba(255, 255, 255, 0.87)';\nvar lightWhite = exports.lightWhite = 'rgba(255, 255, 255, 0.54)';","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = capitalizeString;\n\nfunction capitalizeString(str) {\n return str.charAt(0).toUpperCase() + str.slice(1);\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = isPrefixedValue;\nvar regex = /-webkit-|-moz-|-ms-/;\n\nfunction isPrefixedValue(value) {\n return typeof value === 'string' && regex.test(value);\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.RadioButtonGroup = exports.RadioButton = undefined;\n\nvar _RadioButton2 = require('./RadioButton');\n\nvar _RadioButton3 = _interopRequireDefault(_RadioButton2);\n\nvar _RadioButtonGroup2 = require('./RadioButtonGroup');\n\nvar _RadioButtonGroup3 = _interopRequireDefault(_RadioButtonGroup2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&

obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.RadioButton
 = _RadioButton3.default;\nexports.RadioButtonGroup = _RadioButtonGroup3.default;\nexports.default =
_RadioButton3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
 _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _RadioButton =
require('./RadioButton');\n\nvar _RadioButton2 = _interopRequireDefault(_RadioButton);\n\nvar _warning =
require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar RadioButtonGroup = function
(_Component) {\n (0, _inherits3.default)(RadioButtonGroup, _Component);\n\n function RadioButtonGroup()
 {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, RadioButtonGroup);\n\n for
(var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] =
arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
RadioButtonGroup.__proto__ || (0, _getPrototypeOf2.default)(RadioButtonGroup)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n numberCheckedRadioButtons: 0,\n selected: "\n },
_this.handleChange = function (event, newSelection) {\n _this.updateRadioButtons(newSelection); // Successful
update\n\n\n if (_this.state.numberCheckedRadioButtons === 0) {\n if (_this.props.onChange)
_this.props.onChange(event, newSelection);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n }\n\n (0, _createClass3.default)(RadioButtonGroup, [{\n key: 'componentWillMount',\n value:
 function componentWillMount() {\n var _this2 = this;\n\n var cnt = 0;\n var selected = '';\n var _props
= this.props,\n valueSelected = _props.valueSelected,\n defaultSelected = _props.defaultSelected;\n\n
if (valueSelected !== undefined) {\n selected = valueSelected;\n } else if (defaultSelected !== undefined) {\n
  selected = defaultSelected;\n }\n\n _react2.default.Children.forEach(this.props.children, function (option)
{\n if (_this2.hasCheckAttribute(option)) cnt++;\n }, this);\n\n this.setState({\n
numberCheckedRadioButtons: cnt,\n selected: selected\n });\n }\n }, {\n key:
'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if
(nextProps.hasOwnProperty('valueSelected')) {\n this.setState({\n selected: nextProps.valueSelected\n
});\n }\n }\n }, {\n key: 'hasCheckAttribute',\n value: function
 hasCheckAttribute(radioButton) {\n return radioButton.props.hasOwnProperty('checked') &&
radioButton.props.checked;\n }\n }, {\n key: 'updateRadioButtons',\n value: function
updateRadioButtons(newSelection) {\n if (this.state.numberCheckedRadioButtons === 0) {\n
this.setState({\n selected: newSelection\n });\n } else {\n process.env.NODE_ENV !==
\"production\" ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio
button\\n has the \\'checked\\' property set to true.') : void 0;\n }\n }\n }, {\n key: 'getSelectedValue',\n
value: function getSelectedValue() {\n return this.state.selected;\n }\n }, {\n key: 'setSelectedValue',\n
value: function setSelectedValue(newSelectionValue) {\n this.updateRadioButtons(newSelectionValue);\n }\n
}, {\n key: 'clearValue',\n value: function clearValue() {\n this.setSelectedValue('');\n

}\n }, {\n key: 'render',\n value: function render() {\n var _this3 = this;\n\n var prepareStyles = this.context.muiTheme.prepareStyles;\n\n var options = _react2.default.Children.map(this.props.children, function (option) {\n var _option$props = option.props,\n name = _option$props.name,\n value = _option$props.value,\n label = _option$props.label,\n onCheck = _option$props.onCheck,\n other = (0, _objectWithoutProperties3.default)(_option$props, ['name', 'value', 'label', 'onCheck']);\n return _react2.default.createElement(_RadioButton2.default, (0, _extends3.default)({}, other, {\n ref: option.props.value,\n name: _this3.props.name,\n key: option.props.value,\n value: option.props.value,\n label: option.props.label,\n labelPosition: _this3.props.labelPosition,\n onCheck: _this3.handleChange,\n checked: option.props.value === _this3.state.selected\n }));\n }, this);\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, this.props.style)),\n className: this.props.className\n }, options);\n }\n }]);\n return RadioButtonGroup;\n}(_react.Component);\n\nRadioButtonGroup.defaultProps = {\n style: {}\n};\nRadioButtonGroup.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRadioButtonGroup.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Should be used to pass `RadioButton` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The `value` property of the radio button that will be\n * selected by default. This takes precedence over the `checked` property\n * of the `RadioButton` elements.\n */\n defaultSelected: _propTypes2.default.any,\n\n /**\n * Where the label will be placed for all child radio buttons.\n * This takes precedence over the `labelPosition` property of the\n * `RadioButton` elements.\n */\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * The name that will be applied to all child radio buttons.\n */\n name: _propTypes2.default.string.isRequired,\n\n /**\n * Callback function that is fired when a radio button has\n * been checked.\n *\n * @param {object} event `change` event targeting the selected\n * radio button.\n * @param {*} value The `value` of the selected radio button.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The `value` of the currently selected radio button.\n */\n valueSelected: _propTypes2.default.any\n} : {};\nexports.default = RadioButtonGroup;","\"use strict\";\n\nexports.__esModule = true;\n\nvar _isIterable2 = require(\"../core-js/is-iterable\");\n\nvar _isIterable3 = _interopRequireDefault(_isIterable2);\n\nvar _getIterator2 = require(\"../core-js/get-iterator\");\n\nvar _getIterator3 = _interopRequireDefault(_getIterator2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function () {\n function sliceIterator(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i = (0, _getIterator3.default)(arr), _s; !(_n = (_s = _i.next()).done); _n = true) {\n _arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if (!_n && _i[\"return\"]) _i[\"return\"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n\n return function (arr, i) {\n if (Array.isArray(arr)) {\n return arr;\n } else if ((0, _isIterable3.default)(Object(arr))) {\n return sliceIterator(arr, i);\n } else {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n }\n };\n}();","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _SelectField = require('./SelectField');\n\nvar _SelectField2 = _interopRequireDefault(_SelectField);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _SelectField2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Slider = require('./Slider');\n\nvar _Slider2 = _interopRequireDefault(_Slider);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Slider2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\",\n {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-

runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _typeof2 = require('babel-
runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _checkCircle = require('../svg-icons/action/check-
circle');\n\nvar _checkCircle2 = _interopRequireDefault(_checkCircle);\n\nvar _SvgIcon =
require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return
 obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n var
active = _ref.active,\n   completed = _ref.completed,\n   disabled = _ref.disabled;\n var muiTheme =
_ref2.muiTheme,\n   stepper = _ref2.stepper;\n var _muiTheme$stepper = muiTheme.stepper,\n   textColor =
_muiTheme$stepper.textColor,\n   disabledTextColor = _muiTheme$stepper.disabledTextColor,\n   iconColor =
_muiTheme$stepper.iconColor,\n   inactiveIconColor = _muiTheme$stepper.inactiveIconColor;\n var baseTheme
= muiTheme.baseTheme;\n var orientation = stepper.orientation;\n var styles = {\n   root: {\n   height:
orientation === 'horizontal' ? 72 : 64,\n   color: textColor,\n   display: 'flex',\n   alignItems: 'center',\n
fontFamily: baseTheme.fontFamily,\n   fontSize: 14,\n   paddingLeft: 14,\n   paddingRight: 14\n   },\n   icon:
{\n   color: iconColor,\n   display: 'block',\n   fontSize: 24,\n
  width: 24,\n   height: 24\n   },\n   iconContainer: {\n   paddingRight: 8\n   }\n };\n\n if (active) {\n
styles.root.fontWeight = 500;\n }\n\n if (!completed && !active) {\n   styles.icon.color = inactiveIconColor;\n
}\n\n if (disabled) {\n   styles.icon.color = inactiveIconColor;\n   styles.root.color = disabledTextColor;\n
styles.root.cursor = 'default';\n }\n\n return styles;\n};\n\nvar renderIcon = function renderIcon(completed, icon,
styles) {\n var iconType = typeof icon === 'undefined' ? 'undefined' : (0, _typeof3.default)(icon);\n\n if (iconType
=== 'number' || iconType === 'string') {\n   if (completed) {\n   return
_react2.default.createElement(_checkCircle2.default, {\n   color: styles.icon.color,\n   style: styles.icon\n
});\n   }\n\n   return _react2.default.createElement(_SvgIcon2.default, {\n   color: styles.icon.color,\n   style:
styles.icon\n   }, _react2.default.createElement('circle', {\n   cx: '12',\n
 cy: '12',\n   r: '10'\n   }), _react2.default.createElement('text', {\n   x: '12',\n   y: '16',\n   textAnchor:
'middle',\n   fontSize: '12',\n   fill: '#fff'\n   }, icon));\n }\n\n return icon;\n};\n\nvar StepLabel = function
StepLabel(props, context) {\n var active = props.active,\n   children = props.children,\n   completed =
props.completed,\n   userIcon = props.icon,\n   iconContainerStyle = props.iconContainerStyle,\n   last =
props.last,\n   style = props.style,\n   other = (0, _objectWithoutProperties3.default)(props, ['active', 'children',
'completed', 'icon', 'iconContainerStyle', 'last', 'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n
var styles = getStyles(props, context);\n var icon = renderIcon(completed, userIcon, styles);\n return
_react2.default.createElement('span', (0, _extends3.default)({\n   style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n }, other), icon && _react2.default.createElement('span',
 {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.iconContainer, iconContainerStyle))\n }, icon),
children);\n};\n\nStepLabel.muiName = 'StepLabel';\nStepLabel.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n /**\n   * Sets active styling. Overrides disabled coloring.\n   */\n active:
_propTypes2.default.bool,\n\n /**\n   * The label text node\n   */\n children: _propTypes2.default.node,\n\n /**\n
* Sets completed styling. Overrides disabled coloring.\n   */\n completed: _propTypes2.default.bool,\n\n /**\n   *
Sets disabled styling.\n   */\n disabled: _propTypes2.default.bool,\n\n /**\n   * The icon displayed by the step
label.\n   */\n icon: _propTypes2.default.oneOfType([_propTypes2.default.element, _propTypes2.default.string,
_propTypes2.default.number]),\n\n /**\n   * Override the inline-styles of the icon container element.\n   */\n
iconContainerStyle: _propTypes2.default.object,\n\n /**\n   * @ignore\n   */\n last: _propTypes2.default.bool,\n\n
  /**\n   * Override the inline-style of the root element.\n   */\n style: _propTypes2.default.object\n} :
{};\nStepLabel.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper:
_propTypes2.default.object\n};\nexports.default = StepLabel;","'use strict';\n\nObject.defineProperty(exports,

\"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar
 _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tabs = context.muiTheme.tabs;\n
  return {\n   root: {\n   color: props.selected ? tabs.selectedTextColor : tabs.textColor,\n   fontWeight: 500,\n fontSize: 14,\n   width: props.width,\n   textTransform: 'uppercase',\n   padding: 0\n   },\n   button: {\n display: 'flex',\n   flexDirection: 'column',\n   alignItems: 'center',\n   justifyContent: 'center',\n   height: props.label && props.icon ? 72 : 48\n   }\n };\n}\n\nvar Tab = function (_Component) {\n (0, _inherits3.default)(Tab, _Component);\n\n function Tab() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, Tab);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tab.__proto__ || (0, _getPrototypeOf2.default)(Tab)).call.apply(_ref, [this].concat(args))), _this), _this.handleClick = function
 (event) {\n   if (_this.props.onClick) {\n   _this.props.onClick(_this.props.value, event, _this);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Tab, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   icon = _props.icon,\n   index = _props.index,\n   onActive = _props.onActive,\n   onClick = _props.onClick,\n   selected = _props.selected,\n   label = _props.label,\n   buttonStyle = _props.buttonStyle,\n   style = _props.style,\n   value = _props.value,\n   width = _props.width,\n   other = (0, _objectWithoutProperties3.default)(_props, ['icon', 'index', 'onActive', 'onClick', 'selected', 'label', 'buttonStyle', 'style', 'value', 'width']);\n   var styles = getStyles(this.props, this.context);\n   var iconElement = void 0;\n\n   if (icon && _react2.default.isValidElement(icon))
 {\n   iconElement = _react2.default.cloneElement(icon, {\n   style: {\n   fontSize: 24,\n   color: icon.props && icon.props.style && icon.props.style.color ? icon.props.style.color : styles.root.color,\n marginBottom: label ? 5 : 0\n   }\n   });\n   }\n\n   var rippleOpacity = 0.3;\n   var rippleColor = this.context.muiTheme.tabs.selectedTextColor;\n   return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n   style: (0, _simpleAssign2.default)(styles.root, style),\n   focusRippleColor: rippleColor,\n   touchRippleColor: rippleColor,\n   focusRippleOpacity: rippleOpacity,\n   touchRippleOpacity: rippleOpacity,\n   onClick: this.handleClick\n   }), _react2.default.createElement('div', {\n   style: (0, _simpleAssign2.default)(styles.button, buttonStyle)\n   }, iconElement, label));\n   }\n }]);\n return Tab;\n}(_react.Component);\n\nTab.muiName

= 'Tab';\nTab.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTab.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Override the inline-styles of the button element.\n   */\n buttonStyle: _propTypes2.default.object,\n\n /**\n   * The css class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * Sets the icon of the tab, you can pass `FontIcon` or `SvgIcon` elements.\n */\n icon: _propTypes2.default.node,\n\n /**\n   * @ignore\n   */\n index: _propTypes2.default.any,\n\n /**\n   * Sets the text value of the tab item to the string specified.\n   */\n label: _propTypes2.default.node,\n\n /**\n   * Fired when the active tab changes by touch or tap.\n   * Use this event to specify any functionality when an active tab changes.\n   * For example - we are using this to route to home when the third tab becomes active.\n   * This function will always recieve the active tab as it\\'s first argument.\n
   */\n onActive: _propTypes2.default.func,\n\n /**\n   * @ignore\n   * This property is overriden by the Tabs component.\n   */\n onClick: _propTypes2.default.func,\n\n /**\n   * @ignore\n   * Defines if the current tab is selected or not.\n   * The Tabs component is responsible for setting this property.\n   */\n selected: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * If value prop passed to Tabs component, this value prop is also required.\n * It assigns a value to the tab so that it can be selected by the Tabs.\n   */\n value: _propTypes2.default.any,\n\n /**\n   * @ignore\n   * This property is overriden by the Tabs component.\n   */\n width: _propTypes2.default.string\n} : {};\nexports.default = Tab;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
 _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _typeof2 = require('babel-runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
 _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Checkbox = require('../Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _TableRowColumn = require('./TableRowColumn');\n\nvar _TableRowColumn2 = _interopRequireDefault(_TableRowColumn);\n\nvar _ClickAwayListener = require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar TableBody = function
 (_Component) {\n (0, _inherits3.default)(TableBody, _Component);\n\n function TableBody() {\n   var _ref;\n\n var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, TableBody);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableBody.__proto__ || (0, _getPrototypeOf2.default)(TableBody)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n selectedRows: []\n   }, _this.isControlled = false, _this.handleClickAway = function () {\n   if (_this.props.deselectOnClickaway && _this.state.selectedRows.length > 0) {\n   var selectedRows = [];\n\n _this.setState({\n   selectedRows: selectedRows\n   });\n\n   if (_this.props.onRowSelection) {\n _this.props.onRowSelection(selectedRows);\n   }\n   }\n   }, _this.onRowClick =

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function (event, rowNumber) {\n      event.stopPropagation();\n\n      if (_this.props.selectable) {\n        // Prevent text selection while selecting rows.\n        if (window.getSelection().rangeCount > 0 && window.getSelection().getRangeAt(0).getClientRects.length > 0) {\n          window.getSelection().removeAllRanges();\n        }\n\n        _this.processRowSelection(event, rowNumber);\n      }\n    }, _this.onCellClick = function (event, rowNumber, columnNumber) {\n      event.stopPropagation();\n\n      if (_this.props.onCellClick) {\n        _this.props.onCellClick(rowNumber, _this.getColumnId(columnNumber), event);\n      }\n    }, _this.onCellHover = function (event, rowNumber, columnNumber) {\n      if (_this.props.onCellHover) {\n        _this.props.onCellHover(rowNumber, _this.getColumnId(columnNumber), event);\n      }\n\n      _this.onRowHover(event, rowNumber);\n    }, _this.onCellHoverExit = function (event, rowNumber, columnNumber) {\n      if (_this.props.onCellHoverExit) {\n        _this.props.onCellHoverExit(rowNumber, _this.getColumnId(columnNumber), event);\n      }\n\n      _this.onRowHoverExit(event, rowNumber);\n    }, _this.onRowHover = function (event, rowNumber) {\n      if (_this.props.onRowHover) {\n        _this.props.onRowHover(rowNumber);\n      }\n    }, _this.onRowHoverExit = function (event, rowNumber) {\n      if (_this.props.onRowHoverExit) {\n        _this.props.onRowHoverExit(rowNumber);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TableBody, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      if (this.props.preScanRows) {\n        this.setState({\n          selectedRows: this.getSelectedRows(this.props)\n        });\n      }\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      if (!this.props.preScanRows) {\n        this.setState({\n          // eslint-disable-line react/no-did-mount-set-state\n          selectedRows: this.getSelectedRows(this.props)\n        });\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.props.allRowsSelected !== nextProps.allRowsSelected) {\n        if (!nextProps.allRowsSelected) {\n          this.setState({\n            selectedRows: []\n          });\n          return;\n        }\n      }\n\n      this.setState({\n        selectedRows: this.getSelectedRows(nextProps)\n      });\n    }\n  }, {\n    key: 'createRows',\n    value: function createRows() {\n      var _this2 = this;\n\n      var numChildren = _react2.default.Children.count(this.props.children);\n\n      var rowNumber = 0;\n      var handlers = {\n        onCellClick: this.onCellClick,\n        onCellHover: this.onCellHover,\n        onCellHoverExit: this.onCellHoverExit,\n        onRowHover: this.onRowHover,\n        onRowHoverExit: this.onRowHoverExit,\n        onRowClick: this.onRowClick\n      };\n      return _react2.default.Children.map(this.props.children, function (child) {\n        if (_react2.default.isValidElement(child)) {\n          var props = {\n            hoverable: _this2.props.showRowHover,\n            selected: _this2.isRowSelected(rowNumber),\n            striped: _this2.props.stripedRows && rowNumber % 2 === 0,\n            rowNumber: rowNumber++\n          };\n\n          if (rowNumber === numChildren) {\n            props.displayBorder = false;\n          }\n\n          var children = [_this2.createRowCheckboxColumn(props)];\n\n          _react2.default.Children.forEach(child.props.children, function (child) {\n            children.push(child);\n          });\n\n          return _react2.default.cloneElement(child, (0, _extends3.default)({}, props, handlers), children);\n        }\n      });\n    }\n  }, {\n    key: 'createRowCheckboxColumn',\n    value: function createRowCheckboxColumn(rowProps) {\n      if (!this.props.displayRowCheckbox) {\n        return null;\n      }\n\n      var name = rowProps.rowNumber + '-cb';\n      var disabled = !this.props.selectable;\n      return _react2.default.createElement(_TableRowColumn2.default, {\n        key: name,\n        columnNumber: 0,\n        style: {\n          width: 24,\n          cursor: disabled ? 'default' : 'inherit'\n        }\n      }, _react2.default.createElement(_Checkbox2.default, {\n        name: name,\n        value: 'selected',\n        disabled: disabled,\n        checked: rowProps.selected\n      }));\n    }\n  }, {\n    key: 'getSelectedRows',\n    value: function getSelectedRows(props) {\n      var _this3 = this;\n\n      var selectedRows = [];\n\n      if (props.selectable) {\n        var index = 0;\n\n        _react2.default.Children.forEach(props.children, function (child) {\n          if (_react2.default.isValidElement(child)) {\n            if (child.props.selected !== undefined) {\n              _this3.isControlled = true;\n            }\n\n
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if (child.props.selected && (selectedRows.length === 0 || props.multiSelectable)) {\n
selectedRows.push(index);\n }\n\n index++;\n }\n });\n }\n\n return selectedRows;\n
}\n }, {\n key: 'isRowSelected',\n value: function isRowSelected(rowNumber) {\n var _this4 = this;\n\n if
(this.props.allRowsSelected) {\n return true;\n }\n\n return this.state.selectedRows.some(function (row)
{\n if ((typeof row === 'undefined' ? 'undefined' : (0, _typeof3.default)(row)) === 'object') {\n if
(_this4.isValueInRange(rowNumber, row)) {\n return true;\n }\n } else {\n if (row ===
rowNumber) {\n return true;\n }\n }\n\n return false;\n });\n }\n }, {\n key:
'isValueInRange',\n value: function isValueInRange(value, range) {\n if (!range) return false;\n\n if
(range.start <= value && value <= range.end
|| range.end <= value && value <= range.start) {\n return true;\n }\n\n return false;\n }\n }, {\n key:
'processRowSelection',\n value: function processRowSelection(event, rowNumber) {\n var selectedRows =
[].concat((0, _toConsumableArray3.default)(this.state.selectedRows));\n\n if (event.shiftKey &&
this.props.multiSelectable && selectedRows.length > 0) {\n var lastIndex = selectedRows.length - 1;\n var
lastSelection = selectedRows[lastIndex];\n\n if ((typeof lastSelection === 'undefined' ? 'undefined' : (0,
_typeof3.default)(lastSelection)) === 'object') {\n lastSelection.end = rowNumber;\n } else {\n
selectedRows.splice(lastIndex, 1, {\n start: lastSelection,\n end: rowNumber\n });\n }\n }
else if ((event.ctrlKey && !event.metaKey || event.metaKey && !event.ctrlKey) && this.props.multiSelectable) {\n
var idx = selectedRows.indexOf(rowNumber);\n\n
if (idx < 0) {\n var foundRange = false;\n\n for (var i = 0; i < selectedRows.length; i++) {\n
var range = selectedRows[i];\n if ((typeof range === 'undefined' ? 'undefined' : (0, _typeof3.default)(range))
!== 'object') continue;\n\n if (this.isValueInRange(rowNumber, range)) {\n var _selectedRows;\n\n
foundRange = true;\n var values = this.splitRange(range, rowNumber);\n\n (_selectedRows =
selectedRows).splice.apply(_selectedRows, [i, 1].concat((0, _toConsumableArray3.default)(values)));\n }\n
}\n\n if (!foundRange) selectedRows.push(rowNumber);\n } else {\n selectedRows.splice(idx,
1);\n }\n } else {\n if (selectedRows.length === 1 && selectedRows[0] === rowNumber) {\n
selectedRows = [];\n } else {\n selectedRows = [rowNumber];\n }\n }\n\n if (!this.isControlled)
{\n
this.setState({\n selectedRows: selectedRows\n });\n }\n\n if (this.props.onRowSelection) {\n
this.props.onRowSelection(this.flattenRanges(selectedRows));\n }\n }\n }, {\n key: 'splitRange',\n value:
function splitRange(range, splitPoint) {\n var splitValues = [];\n var startOffset = range.start - splitPoint;\n
var endOffset = range.end - splitPoint; // Process start half\n\n splitValues.push.apply(splitValues, (0,
_toConsumableArray3.default)(this.genRangeOfValues(splitPoint, startOffset))); // Process end half\n\n
splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint,
endOffset)));\n return splitValues;\n }\n }, {\n key: 'genRangeOfValues',\n value: function
genRangeOfValues(start, offset) {\n var values = [];\n var dir = offset > 0 ? -1 : 1; // This forces offset to
approach 0 from either direction.\n\n while (offset !== 0) {\n
values.push(start + offset);\n offset += dir;\n }\n\n return values;\n }\n }, {\n key:
'flattenRanges',\n value: function flattenRanges(selectedRows) {\n var _this5 = this;\n\n return
selectedRows.reduce(function (rows, row) {\n if ((typeof row === 'undefined' ? 'undefined' : (0,
_typeof3.default)(row)) === 'object') {\n var values = _this5.genRangeOfValues(row.end, row.start -
row.end);\n\n rows.push.apply(rows, [row.end].concat((0, _toConsumableArray3.default)(values)));\n }
else {\n rows.push(row);\n }\n\n return rows;\n }, []).sort();\n }\n }, {\n key: 'getColumnId',\n
value: function getColumnId(columnNumber) {\n return columnNumber - 1;\n }\n }, {\n key: 'render',\n
value: function render() {\n var _props = this.props,\n style = _props.style,\n allRowsSelected =
_props.allRowsSelected,\n multiSelectable = _props.multiSelectable,\n
onCellClick = _props.onCellClick,\n onCellHover = _props.onCellHover,\n onCellHoverExit =
_props.onCellHoverExit,\n onRowHover = _props.onRowHover,\n onRowHoverExit =
_props.onRowHoverExit,\n onRowSelection = _props.onRowSelection,\n selectable =
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_props.selectable,\n deselectOnClickaway = _props.deselectOnClickaway,\n showRowHover = _props.showRowHover,\n stripedRows = _props.stripedRows,\n displayRowCheckbox = _props.displayRowCheckbox,\n preScanRows = _props.preScanRows,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'allRowsSelected', 'multiSelectable', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowHover', 'onRowHoverExit', 'onRowSelection', 'selectable', 'deselectOnClickaway', 'showRowHover', 'stripedRows', 'displayRowCheckbox', 'preScanRows']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: this.handleClickAway\n }, _react2.default.createElement('tbody', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, other), this.createRows()));\n }\n }]);\n return TableBody;\n}(_react.Component);\n\nTableBody.muiName = 'TableBody';\n\nTableBody.defaultProps = {\n allRowsSelected: false,\n deselectOnClickaway: true,\n displayRowCheckbox: true,\n multiSelectable: false,\n preScanRows: true,\n selectable: true,\n style: {}\n};\n\nTableBody.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nTableBody.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * @ignore\n * Set to true to indicate that all rows should be selected.\n */\n allRowsSelected: _propTypes2.default.bool,\n\n /**\n * Children passed to table body.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Controls whether or not to deselect all selected\n * rows after clicking outside the table.\n */\n deselectOnClickaway: _propTypes2.default.bool,\n\n /**\n * Controls the display of the row checkbox. The default value is true.\n */\n displayRowCheckbox: _propTypes2.default.bool,\n\n /**\n * @ignore\n * If true, multiple table rows can be selected.\n * CTRL/CMD+Click and SHIFT+Click are valid actions.\n * The default value is false.\n */\n multiSelectable: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Callback function for when a cell is clicked.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is hovered. rowNumber\n * is the row number of the hovered row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is no longer\n * hovered. rowNumber is the row number of the row\n * that is no longer hovered.\n */\n onRowHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a row is selected. selectedRows is an\n * array of all row selections. If all rows have been selected,\n * the string \"all\" will be returned instead to indicate that\n * all rows have been selected.\n */\n onRowSelection: _propTypes2.default.func,\n\n /**\n * Controls whether or not the rows are pre-scanned to determine\n * initial state. If your table has a large number of rows and\n * you are experiencing a delay in rendering, turn off this property.\n */\n preScanRows: _propTypes2.default.bool,\n\n /**\n * @ignore\n * If true, table rows can be selected. If multiple\n * row selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * If true, table rows will be highlighted when\n * the cursor is hovering over the row. The default\n * value is false.\n */\n showRowHover: _propTypes2.default.bool,\n\n /**\n * If true, every other table row starting\n * with the first row will be striped. The default value is false.\n */\n stripedRows: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableBody;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _objectWithoutProperties2 = require('babel-

runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar
_inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _TableRowColumn = require('./TableRowColumn');\n\nvar
_TableRowColumn2 = _interopRequireDefault(_TableRowColumn);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
tableFooter = context.muiTheme.tableFooter;\n return {\n cell: {\n borderTop: '1px solid ' +
tableFooter.borderColor,\n verticalAlign: 'bottom',\n padding: 20,\n textAlign: 'left',\n whiteSpace:
'nowrap'\n }\n };\n}\n\nvar TableFooter = function (_Component) {\n (0, _inherits3.default)(TableFooter,
_Component);\n\n function TableFooter() {\n (0, _classCallCheck3.default)(this, TableFooter);\n return (0,
_possibleConstructorReturn3.default)(this, (TableFooter.__proto__ || (0,
_getPrototypeOf2.default)(TableFooter)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(TableFooter,
[{\n key: 'render',\n value: function render() {\n var _props = this.props,\n adjustForCheckbox =
_props.adjustForCheckbox,\n children = _props.children,\n className = _props.className,\n style
= _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['adjustForCheckbox', 'children',
'className', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles =
getStyles(this.props, this.context);\n\n var footerRows = _react2.default.Children.map(children, function (child,
rowNumber) {\n var newChildProps = {\n displayBorder: false,\n
key: 'f-' + rowNumber,\n rowNumber: rowNumber,\n style: (0, _simpleAssign2.default)({}, styles.cell,
child.props.style)\n };\n var newDescendants = void 0;\n\n if (adjustForCheckbox) {\n
newDescendants = [_react2.default.createElement(_TableRowColumn2.default, {\n key: 'fpcb' +
rowNumber,\n style: {\n width: 24\n }\n })].concat((0,
_toConsumableArray3.default)(_react2.default.Children.toArray(child.props.children)));\n } else {\n
newDescendants = child.props.children;\n }\n\n return _react2.default.cloneElement(child, newChildProps,
newDescendants);\n });\n\n return _react2.default.createElement('tfoot', (0, _extends3.default)({\n
className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, other),
footerRows);\n }\n }]);\n return TableFooter;\n}(_react.Component);\n\nTableFooter.muiName =
'TableFooter';\nTableFooter.defaultProps
= {\n adjustForCheckbox: true,\n style: {}\n};\nTableFooter.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nTableFooter.propTypes = process.env.NODE_ENV !== \"production\"
? {\n /**\n * @ignore\n * Controls whether or not header rows should be adjusted\n * for a checkbox column. If
the select all checkbox is true,\n * this property will not influence the number of columns.\n * This is mainly
useful for \"super header\" rows so that\n * the checkbox column does not create an offset that needs\n * to be
accounted for manually.\n */\n adjustForCheckbox: _propTypes2.default.bool,\n\n /**\n * Children passed to
table footer.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n
*/\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n
style: _propTypes2.default.object\n} : {};\nexports.default = TableFooter;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =

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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar
 _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Checkbox = require('../Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _TableHeaderColumn = require('./TableHeaderColumn');\n\nvar _TableHeaderColumn2 = _interopRequireDefault(_TableHeaderColumn);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var tableHeader = context.muiTheme.tableHeader;\n  return {\n    root: {\n      borderBottom: '1px solid ' + tableHeader.borderColor\n    }\n  };\n}\n\nvar TableHeader = function (_Component) {\n  (0, _inherits3.default)(TableHeader, _Component);\n\n  function TableHeader() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TableHeader);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key]
 = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableHeader.__proto__ || (0, _getPrototypeOf2.default)(TableHeader)).call.apply(_ref, [this].concat(args))), _this), _this.handleCheckAll = function (event, checked) {\n      if (_this.props.onSelectAll) {\n        _this.props.onSelectAll(checked);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TableHeader, [{\n    key: 'createSuperHeaderRows',\n    value: function createSuperHeaderRows() {\n      var numChildren = _react2.default.Children.count(this.props.children);\n\n      if (numChildren === 1) return undefined;\n      var superHeaders = [];\n\n      for (var index = 0; index < numChildren - 1; index++) {\n        var child = this.props.children[index];\n        if (!_react2.default.isValidElement(child)) continue;\n        var props = {\n          key: 'sh' + index,\n          rowNumber: index\n        };\n        superHeaders.push(this.createSuperHeaderRow(child, props));\n      }\n\n      if (superHeaders.length) return superHeaders;\n    }\n  }, {\n    key: 'createSuperHeaderRow',\n    value: function createSuperHeaderRow(child, props) {\n      var children = [];\n\n      if (this.props.adjustForCheckbox) {\n        children.push(this.getCheckboxPlaceholder(props));\n      }\n\n      _react2.default.Children.forEach(child.props.children, function (child) {\n        children.push(child);\n      });\n\n      return _react2.default.cloneElement(child, props, children);\n    }\n  }, {\n    key: 'createBaseHeaderRow',\n    value: function createBaseHeaderRow() {\n      var childrenArray = _react2.default.Children.toArray(this.props.children);\n\n      var numChildren = childrenArray.length;\n\n      if (numChildren < 1) {\n        return null;\n      }\n\n      var child = childrenArray[numChildren - 1];\n      var props = {\n        key: 'h' + numChildren,\n        rowNumber:
 numChildren\n      };\n      var children = [this.getSelectAllCheckboxColumn(props)];\n\n      _react2.default.Children.forEach(child.props.children, function (child) {\n        children.push(child);\n      });\n\n      return _react2.default.cloneElement(child, props, children);\n    }\n  }, {\n    key: 'getCheckboxPlaceholder',\n    value: function getCheckboxPlaceholder(props) {\n      if (!this.props.adjustForCheckbox) return null;\n      var disabled = !this.props.enableSelectAll;\n      var key = 'hpcb' + props.rowNumber;\n      return _react2.default.createElement(_TableHeaderColumn2.default, {\n        key: key,\n        style: {\n          width: 24,\n          cursor: disabled ? 'default' : 'inherit'\n        }\n      });\n    }\n  }, {\n    key: 'getSelectAllCheckboxColumn',\n    value: function getSelectAllCheckboxColumn(props) {\n      if (!this.props.displaySelectAll) return this.getCheckboxPlaceholder(props);\n      var disabled = !this.props.enableSelectAll;\n\n
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var checkbox = _react2.default.createElement(_Checkbox2.default, {\n key: 'selectallcb',\n name: 'selectallcb',\n value: 'selected',\n disabled: disabled,\n checked: this.props.selectAllSelected,\n onCheck: this.handleCheckAll\n });\n\n var key = 'hpcb' + props.rowNumber;\n return _react2.default.createElement(_TableHeaderColumn2.default, {\n key: key,\n style: {\n width: 24,\n cursor: disabled ? 'not-allowed' : 'inherit'\n }\n }, checkbox);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var superHeaderRows = this.createSuperHeaderRows();\n var baseHeaderRow = this.createBaseHeaderRow();\n return _react2.default.createElement('thead',\n {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n },\n superHeaderRows, baseHeaderRow);\n }\n }]);\n return TableHeader;\n}(_react.Component);\n\nTableHeader.muiName = 'TableHeader';\n\nTableHeader.defaultProps = {\n adjustForCheckbox: true,\n displaySelectAll: true,\n enableSelectAll: true,\n selectAllSelected: false\n};\n\nTableHeader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nTableHeader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Controls whether or not header rows should be\n * adjusted for a checkbox column. If the select all\n * checkbox is true, this property will not influence\n * the number of columns. This is mainly useful for\n * \"super header\" rows so that the checkbox column\n * does not create an offset that needs to be accounted\n * for manually.\n */\n adjustForCheckbox: _propTypes2.default.bool,\n\n /**\n * Children passed to table header.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Controls whether or not the select all checkbox is displayed.\n */\n displaySelectAll: _propTypes2.default.bool,\n\n /**\n * If set to true, the select all button will be interactable.\n * If set to false, the button will not be interactable.\n * To hide the checkbox, set displaySelectAll to false.\n */\n enableSelectAll: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Callback when select all has been checked.\n */\n onSelectAll: _propTypes2.default.func,\n\n /**\n * @ignore\n * True when select all has been checked.\n */\n selectAllSelected: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\n\nexports.default = TableHeader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var tableRow = context.muiTheme.tableRow;\n var cellBgColor = 'inherit';\n\n if (props.hovered || state.hovered) {\n cellBgColor = tableRow.hoverColor;\n } else if (props.selected) {\n cellBgColor = tableRow.selectedColor;\n } else if (props.striped) {\n cellBgColor = tableRow.stripeColor;\n }\n\n return {\n root: {\n borderBottom: props.displayBorder && '1px solid ' + tableRow.borderColor,\n color: tableRow.textColor,\n height:

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tableRow.height\n
  },\n    cell: {\n      backgroundColor: cellBgColor\n    }\n  };\n}\n\nvar TableRow = function (_Component) {\n  (0,
_inherits3.default)(TableRow, _Component);\n\n  function TableRow() {\n    var _ref;\n\n    var _temp, _this,
_ret;\n\n    (0, _classCallCheck3.default)(this, TableRow);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRow.__proto__ || (0,
_getPrototypeOf2.default)(TableRow)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false\n    }, _this.onCellClick = function (event, columnIndex) {\n      if (_this.props.selectable &&
_this.props.onCellClick) {\n        _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);\n      }\n\n
 event.ctrlKey = true;\n\n      _this.onRowClick(event);\n    }, _this.onCellHover = function (event, columnIndex)
 {\n      if (_this.props.hoverable) {\n        _this.setState({\n          hovered: true\n        });\n\n        if
(_this.props.onCellHover) _this.props.onCellHover(event, _this.props.rowNumber, columnIndex);\n\n
_this.onRowHover(event);\n      }\n    }, _this.onCellHoverExit = function (event, columnIndex) {\n      if
(_this.props.hoverable) {\n        _this.setState({\n          hovered: false\n        });\n\n        if
(_this.props.onCellHoverExit) _this.props.onCellHoverExit(event, _this.props.rowNumber, columnIndex);\n\n
_this.onRowHoverExit(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n
(0, _createClass3.default)(TableRow, [{\n    key: 'onRowClick',\n    value: function onRowClick(event) {\n      if
(this.props.selectable && this.props.onRowClick) {\n        this.props.onRowClick(event, this.props.rowNumber);\n
  }\n    }\n  }, {\n    key: 'onRowHover',\n    value: function onRowHover(event) {\n      if (this.props.onRowHover)
 {\n        this.props.onRowHover(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'onRowHoverExit',\n
value: function onRowHoverExit(event) {\n      if (this.props.onRowHoverExit) {\n
this.props.onRowHoverExit(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'render',\n    value: function
render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          className = _props.className,\n
displayBorder = _props.displayBorder,\n          hoverable = _props.hoverable,\n          hovered = _props.hovered,\n
     onCellClick = _props.onCellClick,\n          onCellHover = _props.onCellHover,\n          onCellHoverExit =
_props.onCellHoverExit,\n          onRowClick = _props.onRowClick,\n          onRowHover =
_props.onRowHover,\n          onRowHoverExit = _props.onRowHoverExit,\n          rowNumber =
_props.rowNumber,\n          selectable = _props.selectable,\n          selected = _props.selected,\n
  striped = _props.striped,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props,
['className', 'displayBorder', 'hoverable', 'hovered', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowClick',
'onRowHover', 'onRowHoverExit', 'rowNumber', 'selectable', 'selected', 'striped', 'style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n\n      var
rowColumns = _react2.default.Children.map(this.props.children, function (child, columnNumber) {\n        if
(_react2.default.isValidElement(child)) {\n          return _react2.default.cloneElement(child, {\n
columnNumber: columnNumber,\n            hoverable: _this2.props.hoverable,\n            key: _this2.props.rowNumber
+ '-' + columnNumber,\n            onClick: _this2.onCellClick,\n            onHover: _this2.onCellHover,\n
onHoverExit: _this2.onCellHoverExit,\n            style: (0, _simpleAssign2.default)({},
 styles.cell, child.props.style)\n          });\n        }\n      });\n\n      return _react2.default.createElement('tr', (0,
_extends3.default)({\n        className: className,\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n      }, other), rowColumns);\n    }\n  }]);\n  return
TableRow;\n}(_react.Component);\n\nTableRow.defaultProps = {\n  displayBorder: true,\n  hoverable: false,\n
hovered: false,\n  selectable: true,\n  striped: false\n};\nTableRow.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTableRow.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * Children passed to table row.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * The css class
name of the root element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * If true, row border will be
displayed for the row.\n   * If false, no border will be drawn.\n   */\n  displayBorder: _propTypes2.default.bool,\n\n
  /**\n   * Controls whether or not the row responds to hover events.\n   */\n  hoverable:
_propTypes2.default.bool,\n\n  /**\n   * Controls whether or not the row should be rendered as being\n   * hovered.
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This property is evaluated in addition to this.state.hovered\n * and can be used to synchronize the hovered state with some other\n * external events.\n */\n hovered: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Called when a row cell is clicked.\n * rowNumber is the row number and columnId is\n * the column number or the column key.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is hovered.\n * rowNumber is the row number of the hovered row\n * and columnId is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when row is clicked.\n */\n onRowClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is no longer hovered.\n * rowNumber is the row number of the row that is no longer hovered.\n */\n onRowHoverExit: _propTypes2.default.func,\n\n /**\n * Number to identify the row. This property is\n * automatically populated when used with the TableBody component.\n */\n rowNumber: _propTypes2.default.number,\n\n /**\n * If true, table rows can be selected. If multiple row\n * selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * Indicates that a particular row is selected.\n * This property can be used to programmatically select rows.\n */\n selected: _propTypes2.default.bool,\n\n /**\n * Indicates whether or not the row is striped.\n */\n striped: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableRow;"','"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _TimePicker = require('./TimePicker');\n\nvar _TimePicker2 = _interopRequireDefault(_TimePicker);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _TimePicker2.default;"','"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Toggle = require('./Toggle');\n\nvar _Toggle2 = _interopRequireDefault(_Toggle);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Toggle2.default;"','"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var firstChild = props.firstChild,\n lastChild = props.lastChild;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n button = _context$muiTheme.button,\n toolbar = _context$muiTheme.toolbar;\n var marginHorizontal = baseTheme.spacing.desktopGutter;\n var marginVertical = (toolbar.height - button.height) / 2;\n var styles = {\n root: {\n position: 'relative',\n marginLeft: firstChild ? -marginHorizontal : undefined,\n marginRight: lastChild ? -marginHorizontal : undefined,\n

display: 'flex',\n justifyContent: 'space-between',\n alignItems: 'center'\n },\n dropDownMenu: {\n root: {\n color: toolbar.color,\n // removes hover color change, we want to keep it\n marginRight: baseTheme.spacing.desktopGutter,\n flex: 1,\n whiteSpace: 'nowrap'\n },\n controlBg: {\n backgroundColor: toolbar.menuHoverColor,\n borderRadius: 0\n },\n underline: {\n display: 'none'\n }\n },\n button: {\n margin: marginVertical + 'px ' + marginHorizontal + 'px',\n position: 'relative'\n },\n icon: {\n root: {\n cursor: 'pointer',\n lineHeight: toolbar.height + 'px',\n paddingLeft: baseTheme.spacing.desktopGutter\n }\n },\n span: {\n color: toolbar.iconColor,\n lineHeight: toolbar.height + 'px'\n }\n };\n return styles;\n}\n\nvar ToolbarGroup = function (_Component) {\n (0, _inherits3.default)(ToolbarGroup, _Component);\n\n function ToolbarGroup() {\n (0, _classCallCheck3.default)(this, ToolbarGroup);\n return (0, _possibleConstructorReturn3.default)(this, (ToolbarGroup.__proto__ || (0, _getPrototypeOf2.default)(ToolbarGroup)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ToolbarGroup, [{\n key: 'handleMouseLeaveFontIcon',\n value: function handleMouseLeaveFontIcon(style) {\n return function (event) {\n event.target.style.zIndex = 'auto';\n event.target.style.color = style.root.color;\n };\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n firstChild = _props.firstChild,\n lastChild = _props.lastChild,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'firstChild', 'lastChild', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n\n var newChildren = _react2.default.Children.map(children, function (currentChild) {\n if (!currentChild) {\n return null;\n }\n\n if (!currentChild.type) {\n return currentChild;\n }\n\n switch (currentChild.type.muiName) {\n case 'DropDownMenu':\n return _react2.default.cloneElement(currentChild, {\n style: (0, _simpleAssign2.default)({}, styles.dropDownMenu.root, currentChild.props.style),\n underlineStyle: styles.dropDownMenu.underline\n });\n\n case 'RaisedButton':\n case 'FlatButton':\n return _react2.default.cloneElement(currentChild, {\n style: (0, _simpleAssign2.default)({}, styles.button, currentChild.props.style)\n });\n\n case 'FontIcon':\n return _react2.default.cloneElement(currentChild, {\n style: (0, _simpleAssign2.default)({}, styles.icon.root, currentChild.props.style),\n color: currentChild.props.color || _this2.context.muiTheme.toolbar.iconColor,\n hoverColor: currentChild.props.hoverColor || _this2.context.muiTheme.toolbar.hoverColor\n });\n\n case 'ToolbarSeparator':\n case 'ToolbarTitle':\n return _react2.default.cloneElement(currentChild, {\n style: (0, _simpleAssign2.default)({}, styles.span, currentChild.props.style)\n });\n\n default:\n return currentChild;\n }\n }, this);\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }), newChildren);\n }\n }]);\n return ToolbarGroup;\n}(_react.Component);\n\nToolbarGroup.defaultProps = {\n firstChild: false,\n lastChild: false\n};\n\nToolbarGroup.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nToolbarGroup.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be any node or number of nodes.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Set this to true for if the `ToolbarGroup` is the first child of `Toolbar`\n * to prevent setting the left gap.\n */\n firstChild: _propTypes2.default.bool,\n\n /**\n * Set this to true for if the `ToolbarGroup` is the last child of `Toolbar`\n * to prevent setting the right gap.\n */\n lastChild: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\n\nexports.default = ToolbarGroup;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar

_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n backgroundColor: toolbar.separatorColor,\n display: 'block',\n height: baseTheme.spacing.desktopGutterMore,\n marginLeft: baseTheme.spacing.desktopGutter,\n width: 1\n }\n };\n}\n\nvar ToolbarSeparator = function (_Component) {\n (0, _inherits3.default)(ToolbarSeparator, _Component);\n\n function ToolbarSeparator() {\n (0, _classCallCheck3.default)(this, ToolbarSeparator);\n return (0, _possibleConstructorReturn3.default)(this, (ToolbarSeparator.__proto__ || (0, _getPrototypeOf2.default)(ToolbarSeparator)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ToolbarSeparator, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['className', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({},\n styles.root, style))\n }));\n }\n }]);\n return ToolbarSeparator;\n}(_react.Component);\n\nToolbarSeparator.muiName = 'ToolbarSeparator';\nToolbarSeparator.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nToolbarSeparator.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ToolbarSeparator;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar

_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n baseTheme =
_context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n
paddingRight: baseTheme.spacing.desktopGutterLess,\n lineHeight: toolbar.height + 'px',\n fontSize:
toolbar.titleFontSize,\n fontFamily: baseTheme.fontFamily,\n position: 'relative',\n textOverflow:
'ellipsis',\n whiteSpace: 'nowrap',\n overflow: 'hidden'\n }\n };\n}\n\nvar ToolbarTitle = function
(_Component) {\n (0, _inherits3.default)(ToolbarTitle, _Component);\n\n function ToolbarTitle() {\n (0,
_classCallCheck3.default)(this, ToolbarTitle);\n return (0, _possibleConstructorReturn3.default)(this,
(ToolbarTitle.__proto__ || (0, _getPrototypeOf2.default)(ToolbarTitle)).apply(this, arguments));\n }\n\n (0,
_createClass3.default)(ToolbarTitle,
[{\n key: 'render',\n value: function render() {\n var _props = this.props,\n style = _props.style,\n
text = _props.text,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'text']);\n var
prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n
return _react2.default.createElement('span', (0, _extends3.default)({\n style: prepareStyles((0,
_simpleAssign2.default)({}, styles.root, style))\n }, other), text);\n }\n }]);\n return
ToolbarTitle;\n}(_react.Component);\n\nToolbarTitle.muiName = 'ToolbarTitle';\nToolbarTitle.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\nToolbarTitle.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n /**\n * The css class name of the root element.\n */\n className:
_propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n\n /**\n * The text to be displayed.\n */\n text: _propTypes2.default.node\n} :
{};\nexports.default = ToolbarTitle;","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n
module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-
is.development.js');\n}","import freeGlobal from './_freeGlobal.js';\n/** Detect free variable `exports`. */\n\nvar
freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n/** Detect free variable
`module`. */\n\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType
&& module;\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports =
freeModule && freeModule.exports === freeExports;\n/** Detect free variable `process` from Node.js. */\n\nvar
freeProcess = moduleExports && freeGlobal.process;\n/** Used to access faster Node.js helpers. */\n\nvar nodeUtil
= function
() {\n try {\n // Use `util.types` for Node.js 10+.\n var types = freeModule && freeModule.require &&
freeModule.require('util').types;\n\n if (types) {\n return types;\n } // Legacy `process.binding('util')` for
Node.js < 10.\n\n\n return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e)
{}\n}();\n\nexport default nodeUtil;","'use strict';\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed
under the New BSD License. See the accompanying LICENSE file for terms.\n */\n\nvar REACT_STATICS = {\n
childContextTypes: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps:
true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\nvar
KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments:
true,\n arity: true\n};\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames =
Object.getOwnPropertyNames;\nvar
getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor =
Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype =
getPrototypeOf && getPrototypeOf(Object);\n\nfunction hoistNonReactStatics(targetComponent,
sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html)
components\n if (objectPrototype) {\n var inheritedComponent = getPrototypeOf(sourceComponent);\n\n if
(inheritedComponent && inheritedComponent !== objectPrototype) {\n
hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys =
getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys =

keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n\n if (!REACT_STATICS[key] && !KNOWN_STATICS[key] && (!blacklist || !blacklist[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n\n return targetComponent;\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;","!function (e, t) {\n \"object\" == typeof exports && \"object\" == typeof module ? module.exports = t(require(\"react\")) : \"function\" == typeof define && define.amd ? define([\"react\"], t) : \"object\" == typeof exports ? exports.reactJsonView = t(require(\"react\")) : e.reactJsonView = t(e.React);\n}(this, function (e) {\n return function (e) {\n var t = {};\n\n function n(a) {\n if (t[a]) return t[a].exports;\n var r = t[a] = {\n i: a,\n l: !1,\n exports: {}\n };\n return e[a].call(r.exports, r, r.exports, n), r.l = !0, r.exports;\n }\n\n return n.m = e, n.c = t, n.d = function (e, t, a) {\n n.o(e, t) || Object.defineProperty(e, t, {\n enumerable: !0,\n get: a\n });\n }, n.r = function (e) {\n \"undefined\" != typeof Symbol && Symbol.toStringTag && Object.defineProperty(e, Symbol.toStringTag, {\n value: \"Module\"\n }), Object.defineProperty(e, \"__esModule\", {\n value: !0\n });\n }, n.t = function (e, t) {\n if (1 & t && (e = n(e)), 8 & t) return e;\n if (4 & t && \"object\" == typeof e && e && e.__esModule) return e;\n var a = Object.create(null);\n if (n.r(a), Object.defineProperty(a, \"default\", {\n enumerable: !0,\n value: e\n }), 2 & t && \"string\" != typeof e) for (var r in e) {\n n.d(a, r, function (t) {\n return e[t];\n }.bind(null, r));\n }\n return a;\n }, n.n = function (e) {\n var t = e && e.__esModule ? function () {\n return e.default;\n } : function () {\n return e;\n };\n return n.d(t, \"a\", t), t;\n }, n.o = function (e, t) {\n return Object.prototype.hasOwnProperty.call(e, t);\n }, n.p = \"\", n(n.s = 48);\n }([function (t, n) {\n t.exports = e;\n }, function (e, t) {\n var n = e.exports = {\n version: \"2.6.12\"\n };\n \"number\" == typeof __e && (__e = n);\n }, function (e, t, n) {\n var a = n(26)(\"wks\"),\n r = n(17),\n o = n(3).Symbol,\n i = \"function\" == typeof o;\n (e.exports = function (e) {\n return a[e] || (a[e] = i && o[e] || (i ? o : r)(\"Symbol.\" + e));\n }).store = a;\n }, function (e, t) {\n var n = e.exports = \"undefined\" != typeof window && window.Math == Math ? window : \"undefined\" != typeof self && self.Math == Math ? self : Function(\"return this\")();\n \"number\" == typeof __g && (__g = n);\n }, function (e, t, n) {\n e.exports = !n(8)(function () {\n return 7 != Object.defineProperty({}, \"a\", {\n get: function get() {\n return 7;\n }\n }).a;\n });\n }, function (e, t) {\n var n = {}.hasOwnProperty;\n\n e.exports = function (e, t) {\n return n.call(e, t);\n };\n }, function (e, t, n) {\n var a = n(7),\n r = n(16);\n e.exports = n(4) ? function (e, t, n) {\n return a.f(e, t, r(1, n));\n } : function (e, t, n) {\n return e[t] = n, e;\n };\n }, function (e, t, n) {\n var a = n(10),\n r = n(35),\n o = n(23),\n i = Object.defineProperty;\n t.f = n(4) ? Object.defineProperty : function (e, t, n) {\n if (a(e), t = o(t, !0), a(n), r) try {\n return i(e, t, n);\n } catch (e) {}\n if (\"get\" in n || \"set\" in n) throw TypeError(\"Accessors not supported!\");\n return \"value\" in n && (e[t] = n.value), e;\n };\n }, function (e, t) {\n e.exports = function (e) {\n try {\n return !!e();\n } catch (e) {\n return !0;\n }\n };\n }, function (e, t, n) {\n var a = n(40),\n r = n(22);\n\n e.exports = function (e) {\n return a(r(e));\n };\n }, function (e, t, n) {\n var a = n(11);\n\n e.exports = function (e) {\n if (!a(e)) throw TypeError(e + \" is not an object!\");\n return e;\n };\n }, function (e, t) {\n e.exports = function (e) {\n return \"object\" == typeof e ? null !== e : \"function\" == typeof e;\n };\n }, function (e, t) {\n e.exports = {};\n }, function (e, t, n) {\n var a = n(39),\n r = n(27);\n\n e.exports = Object.keys || function (e) {\n return a(e, r);\n };\n }, function (e, t) {\n e.exports = !0;\n }, function (e, t, n) {\n var a = n(3),\n r = n(1),\n o = n(53),\n i = n(6),\n s = n(5),\n c = function c(e, t, n) {\n var l,\n u,\n f,\n p = e & c.F,\n d = e & c.G,\n b = e & c.S,\n h = e & c.P,\n v = e & c.B,\n m = e & c.W,\n y = d ? r : r[t] || (r[t] = {}),\n g = y.prototype,\n E = d ? a : b ? a[t] : (a[t] || {}).prototype;\n\n for (l in d && (n = t), n) {\n (u = !p && E && void 0 !== E[l]) && s(y, l) || (f = u ? E[l] : n[l], y[l] = d && \"function\" != typeof E[l] ? n[l] : v && u ? o(f, a) : m && E[l] == f ? function (e) {\n var t =

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function t(_t, n, a) {\n        if (this instanceof e) {\n            switch (arguments.length) {\n                case 0:\n                    return new e();\n\n                case 1:\n                    return new e(_t);\n\n                case 2:\n                    return new e(_t, n);\n            }\n\n            return new e(_t, n, a);\n        }\n\n        return e.apply(this, arguments);\n    };\n\n    return t.prototype = e.prototype, t;\n}(f) : h && \"function\" == typeof f ? o(Function.call, f) : f, h && ((y.virtual || (y.virtual = {}))[l] = f, e & c.R && g && !g[l]
 && i(g, l, f)));\n    }\n};\n\nc.F = 1, c.G = 2, c.S = 4, c.P = 8, c.B = 16, c.W = 32, c.U = 64, c.R = 128, e.exports = c;\n}, function (e, t) {\n    e.exports = function (e, t) {\n        return {\n            enumerable: !(1 & e),\n            configurable: !(2 & e),\n            writable: !(4 & e),\n            value: t\n        };\n    };\n}, function (e, t) {\n    var n = 0,\n        a = Math.random();\n\n    e.exports = function (e) {\n        return \"Symbol(\".concat(void 0 === e ? \"\" : e, \")_\", (++n + a).toString(36));\n    };\n}, function (e, t, n) {\n    var a = n(22);\n\n    e.exports = function (e) {\n        return Object(a(e));\n    };\n}, function (e, t) {\n    t.f = {}.propertyIsEnumerable;\n}, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(52)(!0);\n    n(34)(String, \"String\", function (e) {\n        this._t = String(e), this._i = 0;\n    }, function () {\n        var e,\n            t = this._t,\n            n = this._i;\n        return n >= t.length ? {\n            value: void 0,\n            done: !0\n        } : (e = a(t, n), this._i += e.length, {\n            value: e,\n            done: !1\n        });\n    });\n}, function (e, t) {\n    var n = Math.ceil,\n        a = Math.floor;\n\n    e.exports = function (e) {\n        return isNaN(e = +e) ? 0 : (e > 0 ? a : n)(e);\n    };\n}, function (e, t) {\n    e.exports = function (e) {\n        if (null == e) throw TypeError(\"Can't call method on  \" + e);\n        return e;\n    };\n}, function (e, t, n) {\n    var a = n(11);\n\n    e.exports = function (e, t) {\n        if (!a(e)) return e;\n        var n, r;\n        if (t && \"function\" == typeof (n = e.toString) && !a(r = n.call(e))) return r;\n        if (\"function\" == typeof (n = e.valueOf) && !a(r = n.call(e))) return r;\n        if (!t && \"function\" == typeof (n = e.toString) && !a(r = n.call(e))) return r;\n        throw TypeError(\"Can't convert object to primitive value\");\n    };\n}, function (e, t) {\n    var n = {}.toString;\n\n    e.exports = function (e) {\n        return n.call(e).slice(8, -1);\n    };\n}, function (e, t, n) {\n    var a = n(26)(\"keys\"),\n        r = n(17);\n\n    e.exports = function (e) {\n        return a[e] || (a[e] = r(e));\n    };\n}, function (e, t, n) {\n    var a = n(1),\n        r = n(3),\n        o = r[\"__core-js_shared__\"] || (r[\"__core-js_shared__\"] = {});\n    (e.exports = function (e, t) {\n        return o[e] || (o[e] = void 0 !== t ? t : {});\n    })(\"versions\", []).push({\n        version: a.version,\n        mode: n(14) ? \"pure\" : \"global\",\n        copyright: \"© 2020 Denis Pushkarev (zloirock.ru)\"\n    });\n}, function (e, t) {\n    e.exports =
\"constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf\".split(\",\");\n}, function (e, t, n) {\n    var a = n(7).f,\n        r = n(5),\n        o = n(2)(\"toStringTag\");\n\n    e.exports = function (e, t, n) {\n        e && !r(e = n ? e : e.prototype, o) && a(e, o, {\n            configurable: !0,\n            value: t\n        });\n    };\n}, function (e, t, n) {\n    n(62);\n\n    for (var a = n(3), r = n(6), o = n(12), i = n(2)(\"toStringTag\"), s =
\"CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTMLSelectElement,MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVGNumberList,SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCueList,TextTrackList,TouchList\".split(\",\"), c = 0; c < s.length; c++) {\n        var l = s[c],\n            u = a[l],\n            f = u && u.prototype;\n        f && !f[i] && r(f, i, l), o[l] = o.Array;\n    }\n}, function (e, t, n) {\n    t.f = n(2);\n}, function (e, t, n) {\n    var a = n(3),\n        r = n(1),\n        o = n(14),\n        i = n(30),\n        s = n(7).f;\n\n    e.exports = function (e) {\n        var t = r.Symbol || (r.Symbol
 = o ? {} : a.Symbol || {});\n        \"_\" == e.charAt(0) || e in t || s(t, e, {\n            value: i.f(e)\n        });\n    };\n}, function (e, t) {\n    t.f = Object.getOwnPropertySymbols;\n}, function (e, t) {\n    e.exports = function (e, t, n) {\n        return Math.min(Math.max(e, t), n);\n    };\n}, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(14),\n        r = n(15),\n        o = n(37),\n        i = n(6),\n        s = n(12),\n        c = n(55),\n        l = n(28),\n        u = n(61),\n        f = n(2)(\"iterator\"),\n        p = !([].keys && \"next\" in [].keys()),\n        d = function d() {\n            return this;\n        };\n\n    e.exports = function (e, t, n, b, h, v, m) {\n        c(n, t, b);\n\n        var y,\n            g,\n            E,\n            j = function j(e) {\n                if (!p && e in O) return O[e];\n\n                switch (e) {\n                    case \"keys\":\n                    case \"values\":\n                        return function () {\n                            return new n(this, e);\n
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};\n    }\n\n    return function () {\n        return new n(this, e);\n    };\n  },\n    x = t + \" Iterator\",\n  _ = \"values\" == h,\n    k = !1,\n    O = e.prototype,\n    C = O[f] || O[\"@@iterator\"] || h && O[h],\n  S = C || j(h),\n    w = h ? _ ? j(\"entries\") : S : void 0,\n    A = \"Array\" == t && O.entries || C;\n\n  if (A && (E = u(A.call(new e()))) !== Object.prototype && E.next && (l(E, x, !0), a || \"function\" == typeof E[f] || i(E, f, d)), _ && C && \"values\" !== C.name && (k = !0, S = function S() {\n    return C.call(this);\n  }), a && !m || !p && !k && O[f] || i(O, f, S), s[t] = S, s[x] = d, h) if (y = {\n    values: _ ? S : j(\"values\"),\n    keys: v ? S : j(\"keys\"),\n    entries: w\n  }, m) for (g in y) {\n    g in O || o(O, g, y[g]);\n  } else r(r.P + r.F * (p || k), t, y);\n  return y;\n};\n}, function (e, t, n) {\n  e.exports = !n(4) && !n(8)(function () {\n  return 7 != Object.defineProperty(n(36)(\"div\"), \"a\", {\n    get: function get() {\n      return 7;\n    }\n  }).a;\n});\n}, function (e, t, n) {\n  var a = n(11),\n    r = n(3).document,\n    o = a(r) && a(r.createElement);\n\n  e.exports = function (e) {\n    return o ? r.createElement(e) : {};\n  };\n}, function (e, t, n) {\n  e.exports = n(6);\n}, function (e, t, n) {\n  var a = n(10),\n    r = n(56),\n    o = n(27),\n    i = n(25)(\"IE_PROTO\"),\n    s = function s() {},\n    _c = function c() {\n      var e,\n        t = n(36)(\"iframe\"),\n        a = o.length;\n\n      for (t.style.display = \"none\", n(60).appendChild(t), t.src = \"javascript:\", (e = t.contentWindow.document).open(), e.write(\"<script>document.F=Object<\\/script>\"), e.close(), _c = e.F; a--;) {\n        delete _c.prototype[o[a]];\n      }\n\n      return _c();\n    };\n\n  e.exports = Object.create || function (e, t) {\n    var n;\n    return null !== e ? (s.prototype = a(e), n = new s(), s.prototype = null, n[i] = e) : n = _c(), void 0 === t ? n : r(n, t);\n  };\n}, function (e, t, n) {\n  var a = n(5),\n    r = n(9),\n    o = n(57)(!1),\n    i = n(25)(\"IE_PROTO\");\n\n  e.exports = function (e, t) {\n    var n,\n      s = r(e),\n      c = 0,\n      l = [];\n\n    for (n in s) {\n      n != i && a(s, n) && l.push(n);\n    }\n\n    for (; t.length > c;) {\n      a(s, n = t[c++]) && (~o(l, n) || l.push(n));\n    }\n\n    return l;\n  };\n}, function (e, t, n) {\n  var a = n(24);\n  e.exports = Object(\"z\").propertyIsEnumerable(0) ? Object : function (e) {\n    return \"String\" == a(e) ? e.split(\"\") : Object(e);\n  };\n}, function (e, t, n) {\n  var a = n(39),\n    r = n(27).concat(\"length\", \"prototype\");\n\n  t.f = Object.getOwnPropertyNames || function (e) {\n    return a(e, r);\n  };\n}, function (e, t, n) {\n  var a = n(24),\n    r = n(2)(\"toStringTag\"),\n    o = \"Arguments\" == a(function () {\n      return arguments;\n    }());\n\n  e.exports = function (e) {\n    var t, n, i;\n    return void 0 === e ? \"Undefined\" : null === e ? \"Null\" : \"string\" == typeof (n = function (e, t) {\n      try {\n        return e[t];\n      } catch (e) {}\n    }(t = Object(e), r)) ? n : o ? a(t) : \"Object\" == (i = a(t)) && \"function\" == typeof t.callee ? \"Arguments\" : i;\n  };\n}, function (e, t) {\n  var n;\n\n  n = function () {\n    return this;\n  }();\n\n  try {\n    n = n || new Function(\"return this\")();\n  } catch (e) {\n    \"object\" == typeof window && (n = window);\n  }\n\n  e.exports = n;\n}, function (e, t) {\n  var n = /-?\\d+(\\.\\d+)?%?/g;\n\n  e.exports = function (e) {\n    return e.match(n);\n  };\n}, function (e, t, n) {\n  \"use strict\";\n\n  Object.defineProperty(t, \"__esModule\", {\n    value:
  !0\n  }), t.getBase16Theme = t.createStyling = t.invertTheme = void 0;\n\n  var a = d(n(49)),\n    r = d(n(76)),\n    o = d(n(81)),\n    i = d(n(89)),\n    s = d(n(93)),\n    c = function (e) {\n      if (e && e.__esModule) return e;\n      var t = {};\n      if (null != e) for (var n in e) {\n        Object.prototype.hasOwnProperty.call(e, n) && (t[n] = e[n]);\n      }\n      return t.default = e, t;\n    }(n(94)),\n    l = d(n(132)),\n    u = d(n(133)),\n    f = d(n(138)),\n    p = n(139);\n\n  function d(e) {\n    return e && e.__esModule ? e : {\n      default: e\n    };\n  }\n\n  var b = c.default,\n    h = (0, i.default)(b),\n    v = (0, f.default)(u.default, p.rgb2yuv, function (e) {\n      var t,\n        n = (0, o.default)(e, 3),\n        a = n[0],\n        r = n[1],\n        i = n[2];\n      return [(t = a, t < .25 ? 1 : t < .5 ? .9 - t : 1.1 - t), r, i];\n    }, p.yuv2rgb, l.default),\n    m = function
  m(e) {\n    return function (t) {\n      return {\n        className: [t.className, e.className].filter(Boolean).join(\" \"),\n        style: (0, r.default)({}, t.style || {}, e.style || {})\n      };\n    };\n  },\n    y = function y(e, t) {\n      var n = (0, i.default)(t);\n\n      for (var o in e) {\n        -1 === n.indexOf(o) && n.push(o);\n      }\n\n      return n.reduce(function (n, o) {\n        return n[o] = function (e, t) {\n          if (void 0 === e) return t;\n          if (void 0 === t) return e;\n          var n = void 0 === e ? \"undefined\" : (0, a.default)(e),\n            o = void 0 === t ? \"undefined\" : (0, a.default)(t);\n\n          switch (n) {\n            case \"string\":\n              switch (o) {\n                case \"string\":\n                  return [t, e].filter(Boolean).join(\" \");\n\n                case \"object\":\n
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        return m({\n                classNam
e: e,\n                style: t\n
    });\n\n            case \"function\":\n
return function (n) {\n                for (var a = arguments.length,
r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                r[o - 1] = arguments[o];\n            }\n\n
return m({\n                className: e\n            })(t.apply(void 0, [n].concat(r)));\n            };\n
}\n\n            case \"object\":\n            switch (o) {\n            case \"string\":\n
return m({\n
className: t,\n                style: e\n            });\n\n            case \"object\":\n
return (0, r.default)({},
t, e);\n\n            case \"function\":\n
return function (n) {\n                for (var a = arguments.length, r
= Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                r[o - 1] = arguments[o];\n            }\n\n
return m({\n                style: e\n            })(t.apply(void 0, [n].concat(r)));\n            };\n        }\n\n
case \"function\":\n            switch (o) {\n            case \"string\":\n
return function (n) {\n
for (var a = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                r[o - 1] =
arguments[o];\n            }\n\n            return e.apply(void 0, [m(n)({\n                className: t\n
})].concat(r));\n            };\n\n            case \"object\":\n
return function (n) {\n                for (var a
= arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                r[o - 1] = arguments[o];\n
}\n\n            return e.apply(void 0, [m(n)({\n                style: t\n            })].concat(r));\n
};\n\n
            case \"function\":\n
return function (n) {\n                for (var a = arguments.length, r =
Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                r[o - 1] = arguments[o];\n            }\n\n
return e.apply(void 0, [t.apply(void 0, [n].concat(r))].concat(r));\n            };\n        }\n\n        }\n    }(e[o],
t[o]), n;\n    }, {});\n    },\n    g = function g(e, t) {\n    for (var n = arguments.length, o = Array(n > 2 ? n - 2 :
0), s = 2; s < n; s++) {\n    o[s - 2] = arguments[s];\n    }\n\n    if (null === t) return e;\n    Array.isArray(t) || (t
= [t]);\n    var c = t.map(function (t) {\n    return e[t];\n    }).filter(Boolean),\n    l = c.reduce(function (e, t)
{\n    return \"string\" == typeof t ? e.className = [e.className, t].filter(Boolean).join(\" \") : \"object\" ===
(void 0 === t ? \"undefined\" : (0, a.default)(t)) ? e.style = (0, r.default)({},
e.style, t) : \"function\" == typeof t && (e = (0, r.default)({}, e, t.apply(void 0, [e].concat(o)))), e;\n    }, {\n
className: \"\",\n    style: {}\n    });\n    return l.className || delete l.className, 0 === (0,
i.default)(l.style).length && delete l.style, l;\n    },\n    E = t.invertTheme = function (e) {\n    return (0,
i.default)(e).reduce(function (t, n) {\n    return t[n] = /^base/.test(n) ? v(e[n]) : \"scheme\" === n ? e[n] +
\":inverted\" : e[n], t;\n    }, {});\n    },\n    j = (t.createStyling = (0, s.default)(function (e) {\n    for (var t =
arguments.length, n = Array(t > 3 ? t - 3 : 0), a = 3; a < t; a++) {\n    n[a - 3] = arguments[a];\n    }\n\n    var o =
arguments.length > 1 && void 0 !== arguments[1] ? arguments[1] : {},\n    c = arguments.length > 2 && void 0
!== arguments[2] ? arguments[2] : {},\n    l = o.defaultBase16,\n    u = void 0 === l ? b : l,\n    f =
o.base16Themes,\n
    p = void 0 === f ? null : f,\n    d = j(c, p);\n    d && (c = (0, r.default)({}, d, c));\n    var v =
h.reduce(function (e, t) {\n    return e[t] = c[t] || u[t], e;\n    }, {}),\n    m = (0, i.default)(c).reduce(function (e,
t) {\n    return -1 === h.indexOf(t) ? (e[t] = c[t], e) : e;\n    }, {}),\n    E = e(v),\n    x = y(m, E);\n
return (0, s.default)(g, 2).apply(void 0, [x].concat(n));\n    }, 3), t.getBase16Theme = function (e, t) {\n    if (e &&
e.extend && (e = e.extend), \"string\" == typeof e) {\n    var n = e.split(\":\"),\n    a = (0, o.default)(n, 2),\n
r = a[0],\n    i = a[1];\n    e = (t || {})[r] || c[r], \"inverted\" === i && (e = E(e));\n    }\n\n    return e &&
e.hasOwnProperty(\"base00\") ? e : void 0;\n    });\n  }, function (e, t, n) {\n  \"use strict\";\n\n  var a,\n    r =
\"object\" == typeof Reflect ? Reflect : null,\n    o = r && \"function\" == typeof r.apply ?
r.apply : function (e, t, n) {\n    return Function.prototype.apply.call(e, t, n);\n    };\n    a = r && \"function\" ==
typeof r.ownKeys ? r.ownKeys : Object.getOwnPropertySymbols ? function (e) {\n    return
Object.getOwnPropertyNames(e).concat(Object.getOwnPropertySymbols(e));\n    } : function (e) {\n    return
Object.getOwnPropertyNames(e);\n    };\n\n    var i = Number.isNaN || function (e) {\n    return e != e;\n    };\n\n
function s() {\n    s.init.call(this);\n    }\n\n    e.exports = s, e.exports.once = function (e, t) {\n    return new
Promise(function (n, a) {\n    function r() {\n    void 0 !== o && e.removeListener(\"error\", o),
n([].slice.call(arguments));\n    }\n\n    var o;\n    \"error\" !== t && (o = function o(n) {\n
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e.removeListener(t, r), a(n);\n        }, e.once(\"error\", o)), e.once(t, r);\n      });\n    }, s.EventEmitter = s,
s.prototype._events = void 0, s.prototype._eventsCount = 0, s.prototype._maxListeners =
 void 0;\n    var c = 10;\n\n    function l(e) {\n      if (\"function\" != typeof e) throw new TypeError('The \"listener\"
argument must be of type Function. Received type ' + typeof e);\n    }\n\n    function u(e) {\n      return void 0 ===
e._maxListeners ? s.defaultMaxListeners : e._maxListeners;\n    }\n\n    function f(e, t, n, a) {\n      var r, o, i, s;\n
if (l(n), void 0 === (o = e._events) ? (o = e._events = Object.create(null), e._eventsCount = 0) : (void 0 !==
o.newListener && (e.emit(\"newListener\", t, n.listener ? n.listener : n), o = e._events), i = o[t]), void 0 === i) i =
o[t] = n, ++e._eventsCount;else if (\"function\" == typeof i ? i = o[t] = a ? [n, i] : [i, n] : a ? i.unshift(n) : i.push(n), (r
= u(e)) > 0 && i.length > r && !i.warned) {\n        i.warned = !0;\n        var c = new Error(\"Possible EventEmitter
memory leak detected. \" + i.length + \" \" + String(t) + \" listeners added. Use emitter.setMaxListeners() to increase
limit\");\n        c.name = \"MaxListenersExceededWarning\",
 c.emitter = e, c.type = t, c.count = i.length, s = c, console && console.warn && console.warn(s);\n      }\n      return
e;\n    }\n\n    function p() {\n      if (!this.fired) return this.target.removeListener(this.type, this.wrapFn), this.fired =
!0, 0 === arguments.length ? this.listener.call(this.target) : this.listener.apply(this.target, arguments);\n    }\n\n
function d(e, t, n) {\n      var a = {\n        fired: !1,\n        wrapFn: void 0,\n        target: e,\n        type: t,\n        listener:
n\n      },\n          r = p.bind(a);\n      return r.listener = n, a.wrapFn = r, r;\n    }\n\n    function b(e, t, n) {\n      var a =
e._events;\n      if (void 0 === a) return [];\n      var r = a[t];\n      return void 0 === r ? [] : \"function\" == typeof r ?
n ? [r.listener || r] : [r] : n ? function (e) {\n        for (var t = new Array(e.length), n = 0; n < t.length; ++n) {\n
t[n] = e[n].listener || e[n];\n        }\n\n        return t;\n
      }(r) : v(r, r.length);\n    }\n\n    function h(e) {\n      var t = this._events;\n\n      if (void 0 !== t) {\n        var n =
t[e];\n        if (\"function\" == typeof n) return 1;\n        if (void 0 !== n) return n.length;\n      }\n\n      return 0;\n
}\n\n    function v(e, t) {\n      for (var n = new Array(t), a = 0; a < t; ++a) {\n        n[a] = e[a];\n      }\n\n      return
n;\n    }\n\n    Object.defineProperty(s, \"defaultMaxListeners\", {\n      enumerable: !0,\n      get: function get() {\n
  return c;\n      },\n      set: function set(e) {\n        if (\"number\" != typeof e || e < 0 || i(e)) throw new
RangeError('The value of \"defaultMaxListeners\" is out of range. It must be a non-negative number. Received ' + e
+ \".\");\n        c = e;\n      }\n    }), s.init = function () {\n      void 0 !== this._events && this._events !==
Object.getPrototypeOf(this)._events || (this._events = Object.create(null), this._eventsCount = 0), this._maxListeners
= this._maxListeners
 || void 0;\n    }, s.prototype.setMaxListeners = function (e) {\n      if (\"number\" != typeof e || e < 0 || i(e)) throw
new RangeError('The value of \"n\" is out of range. It must be a non-negative number. Received ' + e + \".\");\n
return this._maxListeners = e, this;\n    }, s.prototype.getMaxListeners = function () {\n      return u(this);\n    },
s.prototype.emit = function (e) {\n      for (var t = [], n = 1; n < arguments.length; n++) {\n
t.push(arguments[n]);\n      }\n\n      var a = \"error\" === e,\n          r = this._events;\n      if (void 0 !== r) a = a &&
void 0 === r.error;else if (!a) return !1;\n\n      if (a) {\n        var i;\n        if (t.length > 0 && (i = t[0]), i instanceof
Error) throw i;\n        var s = new Error(\"Unhandled error.\" + (i ? \" (\" + i.message + \")\" : \"\"));\n        throw
s.context = i, s;\n      }\n\n      var c = r[e];\n      if (void 0 === c) return !1;\n      if (\"function\" == typeof c) o(c, this,
t);else
 {\n        var l = c.length,\n            u = v(c, l);\n\n        for (n = 0; n < l; ++n) {\n          o(u[n], this, t);\n        }\n      }\n
   return !0;\n    }, s.prototype.addListener = function (e, t) {\n      return f(this, e, t, !1);\n    }, s.prototype.on =
s.prototype.addListener, s.prototype.prependListener = function (e, t) {\n      return f(this, e, t, !0);\n    },
s.prototype.once = function (e, t) {\n      return l(t), this.on(e, d(this, e, t)), this;\n    },
s.prototype.prependOnceListener = function (e, t) {\n      return l(t), this.prependListener(e, d(this, e, t)), this;\n    },
s.prototype.removeListener = function (e, t) {\n      var n, a, r, o, i;\n      if (l(t), void 0 === (a = this._events)) return
this;\n      if (void 0 === (n = a[e])) return this;\n      if (n === t || n.listener === t) 0 == --this._eventsCount ?
this._events = Object.create(null) : (delete a[e], a.removeListener && this.emit(\"removeListener\", e, n.listener ||
t));else if (\"function\"
 != typeof n) {\n        for (r = -1, o = n.length - 1; o >= 0; o--) {\n          if (n[o] === t || n[o].listener === t) {\n
i = n[o].listener, r = o;\n            break;\n          }\n        }\n\n        if (r < 0) return this;\n        0 === r ? n.shift() :
```

```
function (e, t) {\n        for (; t + 1 < e.length; t++) {\n            e[t] = e[t + 1];\n        }\n\n        e.pop();\n    }(n, r),
1 === n.length && (a[e] = n[0]), void 0 !== a.removeListener && this.emit(\"removeListener\", e, i || t);\n    }\n
return this;\n    }, s.prototype.off = s.prototype.removeListener, s.prototype.removeAllListeners = function (e) {\n
var t, n, a;\n    if (void 0 === (n = this._events)) return this;\n    if (void 0 === n.removeListener) return 0 ===
arguments.length ? (this._events = Object.create(null), this._eventsCount = 0) : void 0 !== n[e] && (0 == --
this._eventsCount ? this._events = Object.create(null) : delete n[e]), this;\n\n    if (0 === arguments.length)
{\n        var r,\n            o = Object.keys(n);\n\n        for (a = 0; a < o.length; ++a) {\n            \"removeListener\" !== (r
= o[a]) && this.removeAllListeners(r);\n        }\n\n        return this.removeAllListeners(\"removeListener\"),
this._events = Object.create(null), this._eventsCount = 0, this;\n    }\n\n    if (\"function\" == typeof (t = n[e]))
this.removeListener(e, t);else if (void 0 !== t) for (a = t.length - 1; a >= 0; a--) {\n        this.removeListener(e, t[a]);\n
    }\n    return this;\n    }, s.prototype.listeners = function (e) {\n    return b(this, e, !0);\n    },
s.prototype.rawListeners = function (e) {\n    return b(this, e, !1);\n    }, s.listenerCount = function (e, t) {\n
return \"function\" == typeof e.listenerCount ? e.listenerCount(t) : h.call(e, t);\n    }, s.prototype.listenerCount = h,
s.prototype.eventNames = function () {\n    return this._eventsCount > 0 ? a(this._events) : [];\n    };\n  }, function
(e, t, n) {\n    e.exports.Dispatcher
= n(140);\n  }, function (e, t, n) {\n    e.exports = n(142);\n  }, function (e, t, n) {\n    \"use strict\";\n\n
t.__esModule = !0;\n    var a = i(n(50)),\n        r = i(n(65)),\n        o = \"function\" == typeof r.default && \"symbol\"
== typeof a.default ? function (e) {\n    return typeof e;\n    } : function (e) {\n    return e && \"function\" ==
typeof r.default && e.constructor === r.default && e !== r.default.prototype ? \"symbol\" : typeof e;\n    };\n\n
function i(e) {\n    return e && e.__esModule ? e : {\n        default: e\n    };\n    }\n\n    t.default = \"function\" ==
typeof r.default && \"symbol\" === o(a.default) ? function (e) {\n    return void 0 === e ? \"undefined\" : o(e);\n
} : function (e) {\n    return e && \"function\" == typeof r.default && e.constructor === r.default && e !==
r.default.prototype ? \"symbol\" : void 0 === e ? \"undefined\" : o(e);\n    };\n  }, function (e, t, n) {\n    e.exports =
{\n    default: n(51),\n
    __esModule: !0\n    };\n  }, function (e, t, n) {\n    n(20), n(29), e.exports = n(30).f(\"iterator\");\n  }, function (e,
t, n) {\n    var a = n(21),\n        r = n(22);\n\n    e.exports = function (e) {\n    return function (t, n) {\n        var o,\n
        i,\n            s = String(r(t)),\n            c = a(n),\n            l = s.length;\n        return c < 0 || c >= l ? e ? \"\" : void 0 :
(o = s.charCodeAt(c)) < 55296 || o > 56319 || c + 1 === l || (i = s.charCodeAt(c + 1)) < 56320 || i > 57343 ? e ?
s.charAt(c) : o : e ? s.slice(c, c + 2) : i - 56320 + (o - 55296 << 10) + 65536;\n    };\n    };\n  }, function (e, t, n) {\n
var a = n(54);\n\n    e.exports = function (e, t, n) {\n    if (a(e), void 0 === t) return e;\n\n    switch (n) {\n        case
1:\n            return function (n) {\n            return e.call(t, n);\n            };\n\n        case 2:\n            return function (n, a) {\n
            return e.call(t, n, a);\n            };\n\n        case 3:\n
            return function (n, a, r) {\n            return e.call(t, n, a, r);\n            };\n    }\n\n    return function () {\n
return e.apply(t, arguments);\n    };\n    };\n  }, function (e, t) {\n    e.exports = function (e) {\n    if (\"function\" !=
typeof e) throw TypeError(e + \" is not a function!\");\n    return e;\n    };\n  }, function (e, t, n) {\n    \"use
strict\";\n\n    var a = n(38),\n        r = n(16),\n        o = n(28),\n        i = {};\n    n(6)(i, n(2)(\"iterator\"), function ()
{\n    return this;\n    }), e.exports = function (e, t, n) {\n    e.prototype = a(i, {\n        next: r(1, n)\n    }), o(e, t +
\" Iterator\");\n    };\n  }, function (e, t, n) {\n    var a = n(7),\n        r = n(10),\n        o = n(13);\n    e.exports = n(4) ?
Object.defineProperties : function (e, t) {\n    r(e);\n\n    for (var n, i = o(t), s = i.length, c = 0; s > c;) {\n        a.f(e,
n = i[c++], t[n]);\n    }\n\n    return e;\n    };\n  }, function (e,
t, n) {\n    var a = n(9),\n        r = n(58),\n        o = n(59);\n\n    e.exports = function (e) {\n    return function (t, n, i)
{\n        var s,\n            c = a(t),\n            l = r(c.length),\n            u = o(i, l);\n\n        if (e && n != n) {\n            for (; l
> u;) {\n            if ((s = c[u++]) != s) return !0;\n            }\n        } else for (; l > u; u++) {\n            if ((e || u in c) &&
c[u] === n) return e || u || 0;\n        }\n\n        return !e && -1;\n    };\n    };\n  }, function (e, t, n) {\n    var a =
n(21),\n        r = Math.min;\n\n    e.exports = function (e) {\n    return e > 0 ? r(a(e), 9007199254740991) : 0;\n
};\n  }, function (e, t, n) {\n    var a = n(21),\n        r = Math.max,\n        o = Math.min;\n\n    e.exports = function (e,
t) {\n    return (e = a(e)) < 0 ? r(e + t, 0) : o(e, t);\n    };\n  }, function (e, t, n) {\n    var a = n(3).document;\n
e.exports = a && a.documentElement;\n  }, function (e, t, n) {\n    var a
```

```
 = n(5),\n        r = n(18),\n        o = n(25)(\"IE_PROTO\"),\n        i = Object.prototype;\n\n    e.exports =
Object.getPrototypeOf || function (e) {\n      return e = r(e), a(e, o) ? e[o] : \"function\" == typeof e.constructor && e
instanceof e.constructor ? e.constructor.prototype : e instanceof Object ? i : null;\n    };\n  }, function (e, t, n) {\n
\"use strict\";\n\n    var a = n(63),\n        r = n(64),\n        o = n(12),\n        i = n(9);\n    e.exports = n(34)(Array,
\"Array\", function (e, t) {\n      this._t = i(e), this._i = 0, this._k = t;\n    }, function () {\n      var e = this._t,\n          t
= this._k,\n          n = this._i++;\n      return !e || n >= e.length ? (this._t = void 0, r(1)) : r(0, \"keys\" == t ? n :
\"values\" == t ? e[n] : [n, e[n]]);\n    }, \"values\"), o.Arguments = o.Array, a(\"keys\"), a(\"values\"),
a(\"entries\");\n  }, function (e, t) {\n    e.exports = function () {};\n  }, function (e, t) {\n    e.exports = function (e, t)
{\n      return
 {\n        value: t,\n        done: !!e\n      };\n    };\n  }, function (e, t, n) {\n    e.exports = {\n      default: n(66),\n
__esModule: !0\n    };\n  }, function (e, t, n) {\n    n(67), n(73), n(74), n(75), e.exports = n(1).Symbol;\n  }, function
(e, t, n) {\n    \"use strict\";\n\n    var a = n(3),\n        r = n(5),\n        o = n(4),\n        i = n(15),\n        s = n(37),\n
c = n(68).KEY,\n        l = n(8),\n        u = n(26),\n        f = n(28),\n        p = n(17),\n        d = n(2),\n        b = n(30),\n
    h = n(31),\n        v = n(69),\n        m = n(70),\n        y = n(10),\n        g = n(11),\n        E = n(18),\n        j = n(9),\n
    x = n(23),\n        _ = n(16),\n        k = n(38),\n        O = n(71),\n        C = n(72),\n        S = n(32),\n        w = n(7),\n
    A = n(13),\n        M = C.f,\n        P = w.f,\n        F = O.f,\n        _D = a.Symbol,\n        I = a.JSON,\n        R = I &&
I.stringify,\n        L = d(\"_hidden\"),\n
    B = d(\"toPrimitive\"),\n        N = {}.propertyIsEnumerable,\n        z = u(\"symbol-registry\"),\n        T =
u(\"symbols\"),\n        q = u(\"op-symbols\"),\n        V = Object.prototype,\n        K = \"function\" == typeof _D &&
!!S.f,\n        W = a.QObject,\n        H = !W || !W.prototype || !W.prototype.findChild,\n        U = o && l(function ()
{\n      return 7 != k(P({}, \"a\", {\n        get: function get() {\n          return P(this, \"a\", {\n            value: 7\n
}).a;\n        }\n      })).a;\n    }) ? function (e, t, n) {\n      var a = M(V, t);\n      a && delete V[t], P(e, t, n), a && e
!== V && P(V, t, a);\n    } : P,\n        G = function G(e) {\n      var t = T[e] = k(_D.prototype);\n      return t._k = e,
t;\n    },\n        J = K && \"symbol\" == typeof _D.iterator ? function (e) {\n      return \"symbol\" == typeof e;\n    } :
function (e) {\n      return e instanceof _D;\n    },\n        Y = function Y(e, t, n) {\n      return e === V && Y(q, t, n),
y(e), t = x(t, !0), y(n), r(T, t) ? (n.enumerable ? (r(e, L) && e[L][t] && (e[L][t] = !1), n = k(n, {\n        enumerable:
_(0, !1)\n      })) : (r(e, L) || P(e, L, _(1, {})), e[L][t] = !0), U(e, t, n)) : P(e, t, n);\n    },\n        $ = function $(e, t) {\n
    y(e);\n\n      for (var n, a = v(t = j(t)), r = 0, o = a.length; o > r;) {\n        Y(e, n = a[r++], t[n]);\n      }\n\n      return
e;\n    },\n        Q = function Q(e) {\n      var t = N.call(this, e = x(e, !0));\n      return !(this === V && r(T, e) &&
!r(q, e)) && (!(t || !r(this, e) || !r(T, e) || r(this, L) && this[L][e]) || t);\n    },\n        Z = function Z(e, t) {\n      if (e =
j(e), t = x(t, !0), e !== V || !r(T, t) || r(q, t)) {\n        var n = M(e, t);\n        return !n || !r(T, t) || r(e, L) && e[L][t] ||
(n.enumerable = !0), n;\n      }\n    },\n        X = function X(e) {\n      for (var t, n = F(j(e)), a = [], o = 0; n.length >
o;) {\n        r(T, t = n[o++]) || t == L || t == c || a.push(t);\n      }\n\n
      return a;\n    },\n        ee = function ee(e) {\n      for (var t, n = e === V, a = F(n ? q : j(e)), o = [], i = 0; a.length >
i;) {\n        !r(T, t = a[i++]) || n && !r(V, t) || o.push(T[t]);\n      }\n\n      return o;\n    };\n\n    K || (s((_D = function
D() {\n      if (this instanceof _D) throw TypeError(\"Symbol is not a constructor!\");\n\n      var e =
p(arguments.length > 0 ? arguments[0] : void 0),\n          t = function t(n) {\n        this === V && t.call(q, n), r(this,
L) && r(this[L], e) && (this[L][e] = !1), U(this, e, _(1, n));\n      };\n\n      return o && H && U(V, e, {\n
configurable: !0,\n        set: t\n      }), G(e);\n    }).prototype, \"toString\", function () {\n      return this._k;\n    }), C.f
= Z, w.f = Y, n(41).f = O.f = X, n(19).f = Q, S.f = ee, o && !n(14) && s(V, \"propertyIsEnumerable\", Q, !0), b.f =
function (e) {\n      return G(d(e));\n    }), i(i.G + i.W + i.F * !K, {\n      Symbol: _D\n    });\n\n    for (var te =
\"hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unscopables\".s
plit(\",\"),
    ne = 0; te.length > ne;) {\n      d(te[ne++]);\n    }\n\n    for (var ae = A(d.store), re = 0; ae.length > re;) {\n
h(ae[re++]);\n    }\n\n    i(i.S + i.F * !K, \"Symbol\", {\n      for: function _for(e) {\n        return r(z, e += \"\") ? z[e] :
z[e] = _D(e);\n      },\n      keyFor: function keyFor(e) {\n        if (!J(e)) throw TypeError(e + \" is not a
symbol!\");\n\n        for (var t in z) {\n          if (z[t] === e) return t;\n        }\n      },\n      useSetter: function
useSetter() {\n        H = !0;\n      },\n      useSimple: function useSimple() {\n        H = !1;\n      }\n    }), i(i.S + i.F *
```

```
!K, \"Object\", {\n  create: function create(e, t) {\n  return void 0 === t ? k(e) : $(k(e), t);\n  },\n
defineProperty: Y,\n  defineProperties: $,\n  getOwnPropertyDescriptor: Z,\n  getOwnPropertyNames: X,\n
getOwnPropertySymbols:
ee\n  });\n  var oe = l(function () {\n  S.f(1);\n  });\n  i(i.S + i.F * oe, \"Object\", {\n
getOwnPropertySymbols: function getOwnPropertySymbols(e) {\n  return S.f(E(e));\n  }\n  }), I && i(i.S +
i.F * (!K || l(function () {\n  var e = _D();\n\n  return \"[null]\" != R([e]) || \"{}\" != R({\n  a: e\n  }) ||
\"{}\" != R(Object(e));\n  })), \"JSON\", {\n  stringify: function stringify(e) {\n  for (var t, n, a = [e], r = 1;
arguments.length > r;) {\n  a.push(arguments[r++]);\n  }\n\n  if (n = t = a[1], (g(t) || void 0 !== e) &&
!J(e)) return m(t) || (t = function t(e, _t2) {\n  if (\"function\" == typeof n && (_t2 = n.call(this, e, _t2)), !J(_t2))
return _t2;\n  }), a[1] = t, R.apply(I, a);\n  }\n  }), _D.prototype[B] || n(6)(_D.prototype, B,
_D.prototype.valueOf), f(_D, \"Symbol\"), f(Math, \"Math\", !0), f(a.JSON, \"JSON\", !0);\n  }, function (e, t, n) {\n
var a = n(17)(\"meta\"),\n
  r = n(11),\n  o = n(5),\n  i = n(7).f,\n  s = 0,\n  c = Object.isExtensible || function () {\n  return
!0;\n  },\n  l = !n(8)(function () {\n  return c(Object.preventExtensions({}));\n  }),\n  u = function u(e)
{\n  i(e, a, {\n  value: {\n  i: \"O\" + ++s,\n  w: {}\n  }\n  });\n  },\n  f = e.exports = {\n
KEY: a,\n  NEED: !1,\n  fastKey: function fastKey(e, t) {\n  if (!r(e)) return \"symbol\" == typeof e ? e :
(\"string\" == typeof e ? \"S\" : \"P\") + e;\n\n  if (!o(e, a)) {\n  if (!c(e)) return \"F\";\n  if (!t) return
\"E\";\n  u(e);\n  }\n\n  return e[a].i;\n  },\n  getWeak: function getWeak(e, t) {\n  if (!o(e, a))
{\n  if (!c(e)) return !0;\n  if (!t) return !1;\n  u(e);\n  }\n\n  return e[a].w;\n  },\n
onFreeze: function onFreeze(e) {\n  return l && f.NEED
&& c(e) && !o(e, a) && u(e), e;\n  }\n  };\n  }, function (e, t, n) {\n  var a = n(13),\n  r = n(32),\n  o =
n(19);\n\n  e.exports = function (e) {\n  var t = a(e),\n  n = r.f;\n  if (n) for (var i, s = n(e), c = o.f, l = 0;
s.length > l;) {\n  c.call(e, i = s[l++]) && t.push(i);\n  }\n  return t;\n  };\n  }, function (e, t, n) {\n  var a =
n(24);\n\n  e.exports = Array.isArray || function (e) {\n  return \"Array\" == a(e);\n  };\n  }, function (e, t, n) {\n
var a = n(9),\n  r = n(41).f,\n  o = {}.toString,\n  i = \"object\" == typeof window && window &&
Object.getOwnPropertyNames ? Object.getOwnPropertyNames(window) : [];\n\n  e.exports.f = function (e) {\n
return i && \"[object Window]\" == o.call(e) ? function (e) {\n  try {\n  return r(e);\n  } catch (e) {\n
return i.slice();\n  }\n  }(e) : r(a(e));\n  };\n  }, function (e, t, n) {\n  var a = n(19),\n
  r = n(16),\n  o = n(9),\n  i = n(23),\n  s = n(5),\n  c = n(35),\n  l =
Object.getOwnPropertyDescriptor;\n  t.f = n(4) ? l : function (e, t) {\n  if (e = o(e), t = i(t, !0), c) try {\n
return l(e, t);\n  } catch (e) {}\n  if (s(e, t)) return r(!a.f.call(e, t), e[t]);\n  };\n  }, function (e, t) {}, function (e,
t, n) {\n  n(31)(\"asyncIterator\");\n  }, function (e, t, n) {\n  n(31)(\"observable\");\n  }, function (e, t, n) {\n
\"use strict\";\n\n  t.__esModule = !0;\n  var a,\n  r = n(77),\n  o = (a = r) && a.__esModule ? a : {\n
default: a\n  };\n\n  t.default = o.default || function (e) {\n  for (var t = 1; t < arguments.length; t++) {\n  var
n = arguments[t];\n\n  for (var a in n) {\n  Object.prototype.hasOwnProperty.call(n, a) && (e[a] = n[a]);\n
  }\n  }\n\n  return e;\n  };\n  }, function (e, t, n) {\n  e.exports = {\n  default: n(78),\n
  __esModule: !0\n  };\n  }, function (e, t, n) {\n  n(79), e.exports = n(1).Object.assign;\n  }, function (e, t, n) {\n
  var a = n(15);\n  a(a.S + a.F, \"Object\", {\n  assign: n(80)\n  });\n  }, function (e, t, n) {\n  \"use strict\";\n\n
var a = n(4),\n  r = n(13),\n  o = n(32),\n  i = n(19),\n  s = n(18),\n  c = n(40),\n  l =
Object.assign;\n  e.exports = !l || n(8)(function () {\n  var e = {},\n  t = {},\n  n = Symbol(),\n  a =
\"abcdefghijklmnopqrst\";\n  return e[n] = 7, a.split(\"\").forEach(function (e) {\n  t[e] = e;\n  }), 7 != l({},
e)[n] || Object.keys(l({}, t)).join(\"\") != a;\n  }) ? function (e, t) {\n  for (var n = s(e), l = arguments.length, u =
1, f = o.f, p = i.f; l > u;) {\n  for (var d, b = c(arguments[u++]), h = f ? r(b).concat(f(b)) : r(b), v = h.length, m =
0; v > m;) {\n  d = h[m++], a && !p.call(b, d) || (n[d] = b[d]);\n  }\n
  }\n\n  return n;\n  } : l;\n  }, function (e, t, n) {\n  \"use strict\";\n\n  t.__esModule = !0;\n  var a =
o(n(82)),\n  r = o(n(85));\n\n  function o(e) {\n  return e && e.__esModule ? e : {\n  default: e\n  };\n
}\n\n  t.default = function (e, t) {\n  if (Array.isArray(e)) return e;\n  if ((0, a.default)(Object(e))) return
function (e, t) {\n  var n = [],\n  a = !0,\n  o = !1,\n  i = void 0;\n\n  try {\n  for (var s,
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c = (0, r.default)(e); !(a = (s = c.next()).done) && (n.push(s.value), !t || n.length !== t); a = !0) {\n ;\n }\n } catch (e) {\n o = !0, i = e;\n } finally {\n try {\n !a && c.return && c.return();\n } finally {\n if (o) throw i;\n }\n }\n\n return n;\n }(e, t);\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(83),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(29), n(20), e.exports = n(84);\n }, function (e, t, n) {\n var a = n(42),\n r = n(2)(\"iterator\"),\n o = n(12);\n\n e.exports = n(1).isIterable = function (e) {\n var t = Object(e);\n return void 0 !== t[r] || \"@@iterator\" in t || o.hasOwnProperty(a(t));\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(86),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(29), n(20), e.exports = n(87);\n }, function (e, t, n) {\n var a = n(10),\n r = n(88);\n\n e.exports = n(1).getIterator = function (e) {\n var t = r(e);\n if (\"function\" != typeof t) throw TypeError(e + \" is not iterable!\");\n return a(t.call(e));\n };\n }, function (e, t, n) {\n var a = n(42),\n r = n(2)(\"iterator\"),\n o = n(12);\n\n e.exports = n(1).getIteratorMethod = function (e) {\n if (null != e) return e[r] || e[\"@@iterator\"] || o[a(e)];\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(90),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(91), e.exports = n(1).Object.keys;\n }, function (e, t, n) {\n var a = n(18),\n r = n(13);\n n(92)(\"keys\", function () {\n return function (e) {\n return r(a(e));\n };\n });\n }, function (e, t, n) {\n var a = n(15),\n r = n(1),\n o = n(8);\n\n e.exports = function (e, t) {\n var n = (r.Object || {})[e] || Object[e],\n i = {};\n i[e] = t(n), a(a.S + a.F * o(function () {\n n(1);\n }), \"Object\", i);\n };\n }, function (e, t, n) {\n (function (t) {\n var n = [[\"ary\", 128], [\"bind\", 1], [\"bindKey\", 2], [\"curry\", 8], [\"curryRight\", 16], [\"flip\", 512], [\"partial\", 32], [\"partialRight\", 64], [\"rearg\", 256]],\n a = /^\\s+|\\s+$/g,\n r = /\\{(?:\\n\\/\\* \\[wrapped with .+\\] \\*\\/)?\\n?/,\n o = /\\{\\n\\/\\* \\[wrapped with (.+)\\] \\*/,\n i = /,? & /,\n s = /^[-+]0x[0-9a-f]+$/i,\n c = /^0b[01]+$/i,\n l = /^\\[object .+?Constructor\\]$/,\n u = /^0o[0-7]+$/i,\n f = /^(?:0|[1-9]\\d*)$/,\n p = parseInt,\n d = \"object\" == typeof t && t && t.Object === Object && t,\n b = \"object\" == typeof self && self && self.Object === Object && self,\n h = d || b || Function(\"return this\")();\n\n function v(e, t, n) {\n switch (n.length) {\n case 0:\n return e.call(t);\n\n case 1:\n return e.call(t, n[0]);\n\n case 2:\n return e.call(t, n[0], n[1]);\n\n case 3:\n return e.call(t, n[0], n[1], n[2]);\n }\n\n return e.apply(t, n);\n }\n\n function m(e, t) {\n return !!(e ? e.length : 0) && function (e, t, n) {\n if (t !== t) return function (e, t, n, a) {\n var r = e.length,\n o = n + (a ? 1 : -1);\n\n for (; a ? o-- : ++o < r;) {\n if (t(e[o], o, e)) return o;\n }\n\n return -1;\n }(e, y, n);\n var a = n - 1,\n r = e.length;\n\n for (; ++a < r;) {\n if (e[a] === t) return a;\n }\n\n return -1;\n }(e, t, 0) > -1;\n }\n\n function y(e) {\n return e !== e;\n }\n\n function g(e, t) {\n for (var n = e.length, a = 0; n--;) {\n e[n] === t && a++;\n }\n\n return a;\n }\n\n function E(e, t) {\n for (var n = -1, a = e.length, r = 0, o = []; ++n < a;) {\n var i = e[n];\n i !== t && \"__lodash_placeholder__\" !== i || (e[n] = \"__lodash_placeholder__\", o[r++] = n);\n }\n\n return o;\n }\n\n var j,\n x,\n _,\n k = Function.prototype,\n O = Object.prototype,\n C = h[\"__core-js_shared__\"],\n S = (j = /[^.]+$/.exec(C && C.keys && C.keys.IE_PROTO || \"\")) ? \"Symbol(src)_1.\" + j : \"\",\n w = k.toString,\n A = O.hasOwnProperty,\n M = O.toString,\n P = RegExp(\"^\" + w.call(A).replace(/[\\\\^$.*+?()[\\]{}|]/g, \"\\\\$&\").replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, \"$1.*?\") + \"$\"),\n F = Object.create,\n D = Math.max,\n I = Math.min,\n R = (x = H(Object, \"defineProperty\"), (_ = H.name) && _.length > 2 ? x : void 0);\n\n function L(e) {\n return X(e) ? F(e) : {};\n }\n\n function B(e) {\n return !(!X(e) || function (e) {\n return !!S && S in e;\n }(e)) && (function (e) {\n var t = X(e) ? M.call(e) : \"\";\n return \"[object Function]\" == t || \"[object GeneratorFunction]\" == t;\n }(e) || function (e) {\n var t = !1;\n if (null != e && \"function\" != typeof e.toString) try {\n t = !!(e + \"\");\n } catch (e) {}\n return t;\n }(e) ? P : l).test(function (e) {\n if (null != e) {\n try {\n return w.call(e);\n } catch (e) {}\n try {\n return e + \"\";\n } catch (e) {}\n }\n\n
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return \"\";\n        }(e));\n      }\n\n      function N(e, t, n, a) {\n        for (var r = -1, o = e.length, i = n.length, s = -1, c = t.length, l = D(o - i, 0), u = Array(c + l), f = !a; ++s < c;) {\n          u[s] = t[s];\n        }\n\n        for (; ++r < i;) {\n          (f || r < o) && (u[n[r]] = e[r]);\n        }\n\n        for (; l--;) {\n          u[s++] = e[r++];\n        }\n\n        return u;\n      }\n\n      function z(e, t, n, a) {\n        for (var r = -1, o = e.length, i = -1, s = n.length, c = -1, l = t.length, u = D(o - s, 0), f = Array(u + l), p = !a;
 ++r < u;) {\n          f[r] = e[r];\n        }\n\n        for (var d = r; ++c < l;) {\n          f[d + c] = t[c];\n        }\n\n        for (; ++i < s;) {\n          (p || r < o) && (f[d + n[i]] = e[r++]);\n        }\n\n        return f;\n      }\n\n      function T(e) {\n        return function () {\n          var t = arguments;\n\n          switch (t.length) {\n            case 0:\n              return new e();\n\n            case 1:\n              return new e(t[0]);\n\n            case 2:\n              return new e(t[0], t[1]);\n\n            case 3:\n              return new e(t[0], t[1], t[2]);\n\n            case 4:\n              return new e(t[0], t[1], t[2], t[3]);\n\n            case 5:\n              return new e(t[0], t[1], t[2], t[3], t[4]);\n\n            case 6:\n              return new e(t[0], t[1], t[2], t[3], t[4], t[5]);\n\n            case 7:\n              return new e(t[0], t[1], t[2], t[3], t[4], t[5], t[6]);\n          }\n\n          var n = L(e.prototype),\n              a = e.apply(n, t);\n          return X(a) ? a : n;\n        };\n      }\n\n      function q(e, t, n, a, r, o, i, s, c, l) {\n        var u = 128 & t,\n            f = 1 & t,\n            p = 2 & t,\n            d = 24 & t,\n            b = 512 & t,\n            v = p ? void 0 : T(e);\n        return function m() {\n          for (var y = arguments.length, j = Array(y), x = y; x--;) {\n            j[x] = arguments[x];\n          }\n\n          if (d) var _ = W(m),\n              k = g(j, _);\n\n          if (a && (j = N(j, a, r, d)), o && (j = z(j, o, i, d)), y -= k, d && y < l) {\n            var O = E(j, _);\n            return V(e, t, q, m.placeholder, n, j, O, s, c, l - y);\n          }\n\n          var C = f ? n : this,\n              S = p ? C[e] : e;\n          return y = j.length, s ? j = Y(j, s) : b && y > 1 && j.reverse(), u && c < y && (j.length = c), this && this !== h && this instanceof m && (S = v || T(S)), S.apply(C, j);\n        };\n      }\n\n      function
 V(e, t, n, a, r, o, i, s, c, l) {\n        var u = 8 & t;\n        t |= u ? 32 : 64, 4 & (t &= ~(u ? 64 : 32)) || (t &= -4);\n        var f = n(e, t, r, u ? o : void 0, u ? i : void 0, u ? void 0 : o, u ? void 0 : i, s, c, l);\n        return f.placeholder = a, $(f, e, t);\n      }\n\n      function K(e, t, n, a, r, o, i, s) {\n        var c = 2 & t;\n        if (!c && \"function\" != typeof e) throw new TypeError(\"Expected a function\");\n        var l = a ? a.length : 0;\n\n        if (l || (t &= -97, a = r = void 0), i = void 0 === i ? i : D(te(i), 0), s = void 0 === s ? s : te(s), l -= r ? r.length : 0, 64 & t) {\n          var u = a,\n              f = r;\n          a = r = void 0;\n        }\n\n        var p = [e, t, n, a, r, u, f, o, i, s];\n        if (e = p[0], t = p[1], n = p[2], a = p[3], r = p[4], !(s = p[9] = null == p[9] ? c ? 0 : e.length : D(p[9] - l, 0)) && 24 & t && (t &= -25), t && 1 != t) d = 8 == t || 16 == t ? function (e, t, n) {\n          var a = T(e);\n
          return function r() {\n            for (var o = arguments.length, i = Array(o), s = o, c = W(r); s--;) {\n              i[s] = arguments[s];\n            }\n\n            var l = o < 3 && i[0] !== c && i[o - 1] !== c ? [] : E(i, c);\n            if ((o -= l.length) < n) return V(e, t, q, r.placeholder, void 0, i, l, void 0, void 0, n - o);\n            var u = this && this !== h && this instanceof r ? a : e;\n            return v(u, this, i);\n          };\n        }(e, t, s) : 32 != t && 33 != t || r.length ? q.apply(void 0, p) : function (e, t, n, a) {\n          var r = 1 & t,\n              o = T(e);\n          return function t() {\n            for (var i = -1, s = arguments.length, c = -1, l = a.length, u = Array(l + s), f = this && this !== h && this instanceof t ? o : e; ++c < l;) {\n              u[c] = a[c];\n            }\n\n            for (; s--;) {\n              u[c++] = arguments[++i];\n            }\n\n            return v(f, r ? n : this, u);\n          };\n        }(e, t, n, a);else var d = function (e, t, n) {\n          var a = 1 & t,\n              r = T(e);\n          return function t() {\n            var o = this && this !== h && this instanceof t ? r : e;\n            return o.apply(a ? n : this, arguments);\n          };\n        }(e, t, n);\n        return $(d, e, t);\n      }\n\n      function W(e) {\n        return e.placeholder;\n      }\n\n      function H(e, t) {\n        var n = function (e, t) {\n          return null == e ? void 0 : e[t];\n        }(e, t);\n\n        return B(n) ? n : void 0;\n      }\n\n      function U(e) {\n        var t = e.match(o);\n        return t ? t[1].split(i) : [];\n      }\n\n      function G(e, t) {\n        var n = t.length,\n            a = n - 1;\n        return t[a] = (n > 1 ? \"& \" : \"\") + t[a], t = t.join(n > 2 ? \", \" : \" \"), e.replace(r, \"{\\n/* [wrapped with \" + t + \"] */\\n\");\n      }\n\n      function J(e, t) {\n        return !!(t = null == t ? 9007199254740991 : t) && (\"number\"
 == typeof e || f.test(e)) && e > -1 && e % 1 == 0 && e < t;\n      }\n\n      function Y(e, t) {\n        for (var n = e.length, a = I(t.length, n), r = function (e, t) {\n          var n = -1,\n              a = e.length;\n\n          for (t || (t = Array(a)); ++n < a;) {\n            t[n] = e[n];\n          }\n\n          return t;\n        }(e); a--;) {\n          var o = t[a];\n
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e[a] = J(o, n) ? r[o] : void 0;\n        }\n\n        return e;\n      }\n\n      var $ = R ? function (e, t, n) {\n        var a,\n          r = t + \"\";\n        return R(e, \"toString\", {\n          configurable: !0,\n          enumerable: !1,\n          value: (a = G(r, Q(U(r), n)), function () {\n            return a;\n          })\n        });\n      } : function (e) {\n        return e;\n      };\n\n      function Q(e, t) {\n        return function (e, t) {\n          for (var n = -1, a = e ? e.length : 0; ++n < a && !1 !== t(e[n], n, e);) {\n            ;\n          }\n        }(n, function (n) {\n          var a = \"_.\" + n[0];\n          t & n[1] && !m(e, a) && e.push(a);\n        }), e.sort();\n      }\n\n      function Z(e, t, n) {\n        var a = K(e, 8, void 0, void 0, void 0, void 0, t = n ? void 0 : t);\n        return a.placeholder = Z.placeholder, a;\n      }\n\n      function X(e) {\n        var t = typeof e;\n        return !!e && (\"object\" == t || \"function\" == t);\n      }\n\n      function ee(e) {\n        return e ? (e = function (e) {\n          if (\"number\" == typeof e) return e;\n          if (function (e) {\n            return \"symbol\" == typeof e || function (e) {\n              return !!e && \"object\" == typeof e;\n            }(e) && \"[object Symbol]\" == M.call(e);\n          }(e)) return NaN;\n\n          if (X(e)) {\n            var t = \"function\" == typeof e.valueOf ? e.valueOf() : e;\n            e = X(t) ? t + \"\" : t;\n          }\n\n          if (\"string\" != typeof e) return 0 === e ? e : +e;\n          e = e.replace(a, \"\");\n          var n = c.test(e);\n          return n || u.test(e) ? p(e.slice(2), n ? 2 : 8) : s.test(e) ? NaN : +e;\n        }(e)) === 1 / 0 || e === -1 / 0 ? 17976931348623157e292 * (e < 0 ? -1 : 1) : e == e ? e : 0 : 0 === e ? e : 0;\n      }\n\n      function te(e) {\n        var t = ee(e),\n          n = t % 1;\n        return t == t ? n ? t - n : t : 0;\n      }\n\n      Z.placeholder = {}, e.exports = Z;\n    }).call(this, n(43));\n  }, function (e, t, n) {\n    \"use strict\";\n\n    function a(e) {\n      return e && e.__esModule ? e.default : e;\n    }\n\n    t.__esModule = !0;\n    var r = n(95);\n    t.threezerotwofour = a(r);\n    var o = n(96);\n    t.apathy = a(o);\n    var i = n(97);\n    t.ashes = a(i);\n    var s = n(98);\n    t.atelierDune = a(s);\n    var c = n(99);\n    t.atelierForest = a(c);\n    var l = n(100);\n    t.atelierHeath = a(l);\n    var u = n(101);\n    t.atelierLakeside = a(u);\n    var f = n(102);\n    t.atelierSeaside = a(f);\n    var p = n(103);\n    t.bespin = a(p);\n    var d = n(104);\n    t.brewer = a(d);\n    var b = n(105);\n    t.bright = a(b);\n    var h = n(106);\n    t.chalk = a(h);\n    var v = n(107);\n    t.codeschool = a(v);\n    var m = n(108);\n    t.colors = a(m);\n    var y = n(109);\n    t.default = a(y);\n    var g = n(110);\n    t.eighties = a(g);\n    var E = n(111);\n    t.embers = a(E);\n    var j = n(112);\n    t.flat = a(j);\n    var x = n(113);\n    t.google = a(x);\n\n    var _ = n(114);\n\n    t.grayscale = a(_);\n    var k = n(115);\n    t.greenscreen = a(k);\n    var O = n(116);\n    t.harmonic = a(O);\n    var C = n(117);\n    t.hopscotch = a(C);\n    var S = n(118);\n    t.isotope = a(S);\n    var w = n(119);\n    t.marrakesh = a(w);\n    var A = n(120);\n    t.mocha = a(A);\n    var M = n(121);\n    t.monokai = a(M);\n    var P = n(122);\n    t.ocean = a(P);\n    var F = n(123);\n    t.paraiso = a(F);\n    var D = n(124);\n    t.pop = a(D);\n    var I = n(125);\n    t.railscasts\n    = a(I);\n    var R = n(126);\n    t.shapeshifter = a(R);\n    var L = n(127);\n    t.solarized = a(L);\n    var B = n(128);\n    t.summerfruit = a(B);\n    var N = n(129);\n    t.tomorrow = a(N);\n    var z = n(130);\n    t.tube = a(z);\n    var T = n(131);\n    t.twilight = a(T);\n  }, function (e, t, n) {\n    \"use strict\";\n\n    t.__esModule = !0, t.default = {\n      scheme: \"threezerotwofour\",\n      author: \"jan t. sott (http://github.com/idleberg)\",\n      base00: \"#090300\",\n      base01: \"#3a3432\",\n      base02: \"#4a4543\",\n      base03: \"#5c5855\",\n      base04: \"#807d7c\",\n      base05: \"#a5a2a2\",\n      base06: \"#d6d5d4\",\n      base07: \"#f7f7f7\",\n      base08: \"#db2d20\",\n      base09: \"#e8bbd0\",\n      base0A: \"#fded02\",\n      base0B: \"#01a252\",\n      base0C: \"#b5e4f4\",\n      base0D: \"#01a0e4\",\n      base0E: \"#a16a94\",\n      base0F: \"#cdab53\"\n    }, e.exports = t.default;\n  }, function (e, t, n) {\n    \"use strict\";\n\n    t.__esModule = !0, t.default = {\n      scheme: \"apathy\",\n      author: \"jannik siebert (https://github.com/janniks)\",\n      base00: \"#031A16\",\n      base01: \"#0B342D\",\n      base02: \"#184E45\",\n      base03: \"#2B685E\",\n      base04: \"#5F9C92\",\n      base05: \"#81B5AC\",\n      base06: \"#A7CEC8\",\n      base07: \"#D2E7E4\",\n      base08: \"#3E9688\",\n      base09: \"#3E7996\",\n      base0A: \"#3E4C96\",\n      base0B: \"#883E96\",\n      base0C: \"#963E4C\",\n      base0D: \"#96883E\",\n      base0E: \"#4C963E\",\n      base0F: \"#3E965B\"\n    }, e.exports = t.default;\n  }, function (e, t, n) {\n    \"use strict\";\n\n    t.__esModule = !0, t.default = {\n      scheme: \"ashes\",\n      author: \"jannik siebert (https://github.com/janniks)\",\n      base00: \"#1C2023\",\n      base01: \"#393F45\",\n      base02: \"#565E65\",\n      base03: \"#747C84\",\n      base04: \"#ADB3BA\",\n      base05: \"#C7CCD1\",\n      base06: \"#DFE2E5\",\n      base07:
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\"#F3F4F5\",\n base08: \"#C7AE95\",\n base09: \"#C7C795\",\n base0A: \"#AEC795\",\n base0B: \"#95C7AE\",\n base0C: \"#95AEC7\",\n base0D: \"#AE95C7\",\n base0E: \"#C795AE\",\n base0F: \"#C79595\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier dune\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/dune)\",\n base00: \"#20201d\",\n base01: \"#292824\",\n base02: \"#6e6b5e\",\n base03: \"#7d7a68\",\n base04: \"#999580\",\n base05: \"#a6a28c\",\n base06: \"#e8e4cf\",\n base07: \"#fefbec\",\n base08: \"#d73737\",\n base09: \"#b65611\",\n base0A: \"#cfb017\",\n base0B: \"#60ac39\",\n base0C: \"#1fad83\",\n base0D: \"#6684e1\",\n base0E: \"#b854d4\",\n base0F: \"#d43552\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier forest\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/forest)\",\n base00: \"#1b1918\",\n base01: \"#2c2421\",\n base02: \"#68615e\",\n base03: \"#766e6b\",\n base04: \"#9c9491\",\n base05: \"#a8a19f\",\n base06: \"#e6e2e0\",\n base07: \"#f1efee\",\n base08: \"#f22c40\",\n base09: \"#df5320\",\n base0A: \"#d5911a\",\n base0B: \"#5ab738\",\n base0C: \"#00ad9c\",\n base0D: \"#407ee7\",\n base0E: \"#6666ea\",\n base0F: \"#c33ff3\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier heath\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/heath)\",\n base00: \"#1b181b\",\n base01: \"#292329\",\n base02: \"#695d69\",\n base03: \"#776977\",\n base04: \"#9e8f9e\",\n base05: \"#ab9bab\",\n base06: \"#d8cad8\",\n base07: \"#f7f3f7\",\n base08: \"#ca402b\",\n base09: \"#a65926\",\n base0A: \"#bb8a35\",\n base0B: \"#379a37\",\n base0C: \"#159393\",\n base0D: \"#516aec\",\n base0E: \"#7b59c0\",\n base0F: \"#cc33cc\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier lakeside\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/lakeside/)\",\n base00: \"#161b1d\",\n base01: \"#1f292e\",\n base02: \"#516d7b\",\n base03: \"#5a7b8c\",\n base04: \"#7195a8\",\n base05: \"#7ea2b4\",\n base06: \"#c1e4f6\",\n base07: \"#ebf8ff\",\n base08: \"#d22d72\",\n base09: \"#935c25\",\n base0A: \"#8a8a0f\",\n base0B: \"#568c3b\",\n base0C: \"#2d8f6f\",\n base0D: \"#257fad\",\n base0E: \"#5d5db1\",\n base0F: \"#b72dd2\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier seaside\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/seaside/)\",\n base00: \"#131513\",\n base01: \"#242924\",\n base02: \"#5e6e5e\",\n base03: \"#687d68\",\n base04: \"#809980\",\n base05: \"#8ca68c\",\n base06: \"#cfe8cf\",\n base07: \"#f0fff0\",\n base08: \"#e6193c\",\n base09: \"#87711d\",\n base0A: \"#c3c322\",\n base0B: \"#29a329\",\n base0C: \"#1999b3\",\n base0D: \"#3d62f5\",\n base0E: \"#ad2bee\",\n base0F: \"#e619c3\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"bespin\",\n author: \"jan t. sott\",\n base00: \"#28211c\",\n base01: \"#36312e\",\n base02: \"#5e5d5c\",\n base03: \"#666666\",\n base04: \"#797977\",\n base05: \"#8a8986\",\n base06: \"#9d9b97\",\n base07: \"#baae9e\",\n base08: \"#cf6a4c\",\n base09: \"#cf7d34\",\n base0A: \"#f9ee98\",\n base0B: \"#54be0d\",\n base0C: \"#afc4db\",\n base0D: \"#5ea6ea\",\n base0E: \"#9b859d\",\n base0F: \"#937121\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"brewer\",\n author: \"timothée poisot (http://github.com/tpoisot)\",\n base00: \"#0c0d0e\",\n base01: \"#2e2f30\",\n base02: \"#515253\",\n base03: \"#737475\",\n base04: \"#959697\",\n base05: \"#b7b8b9\",\n base06: \"#dadbdc\",\n base07: \"#fcfdfe\",\n base08: \"#e31a1c\",\n base09: \"#e6550d\",\n base0A: \"#dca060\",\n base0B: \"#31a354\",\n base0C: \"#80b1d3\",\n base0D: \"#3182bd\",\n base0E: \"#756bb1\",\n base0F: \"#b15928\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"bright\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#000000\",\n base01: \"#303030\",\n base02: \"#505050\",\n

base03: \"#b0b0b0\",\n base04: \"#d0d0d0\",\n base05: \"#e0e0e0\",\n base06: \"#f5f5f5\",\n base07: \"#ffffff\",\n base08: \"#fb0120\",\n base09: \"#fc6d24\",\n base0A: \"#fda331\",\n base0B: \"#a1c659\",\n base0C: \"#76c7b7\",\n base0D: \"#6fb3d2\",\n base0E: \"#d381c3\",\n base0F: \"#be643c\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"chalk\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#151515\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#b0b0b0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#f5f5f5\",\n base08: \"#fb9fb1\",\n base09: \"#eda987\",\n base0A: \"#ddb26f\",\n base0B: \"#acc267\",\n base0C: \"#12cfc0\",\n base0D: \"#6fc2ef\",\n base0E: \"#e1a3ee\",\n base0F: \"#deaf8f\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"codeschool\",\n author: \"brettof86\",\n base00: \"#232c31\",\n base01: \"#1c3657\",\n base02: \"#2a343a\",\n base03: \"#3f4944\",\n base04: \"#84898c\",\n base05: \"#9ea7a6\",\n base06: \"#a7cfa3\",\n base07: \"#b5d8f6\",\n base08: \"#2a5491\",\n base09: \"#43820d\",\n base0A: \"#a03b1e\",\n base0B: \"#237986\",\n base0C: \"#b02f30\",\n base0D: \"#484d79\",\n base0E: \"#c59820\",\n base0F: \"#c98344\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"colors\",\n author: \"mrmrs (http://clrs.cc)\",\n base00: \"#111111\",\n base01: \"#333333\",\n base02: \"#555555\",\n base03: \"#777777\",\n base04: \"#999999\",\n base05: \"#bbbbbb\",\n base06: \"#dddddd\",\n base07: \"#ffffff\",\n base08: \"#ff4136\",\n base09: \"#ff851b\",\n base0A: \"#ffdc00\",\n base0B: \"#2ecc40\",\n base0C: \"#7fdbff\",\n base0D: \"#0074d9\",\n base0E: \"#b10dc9\",\n base0F: \"#85144b\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"default\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#181818\",\n base01: \"#282828\",\n base02: \"#383838\",\n base03: \"#585858\",\n base04: \"#b8b8b8\",\n base05: \"#d8d8d8\",\n base06: \"#e8e8e8\",\n base07: \"#f8f8f8\",\n base08: \"#ab4642\",\n base09: \"#dc9656\",\n base0A: \"#f7ca88\",\n base0B: \"#a1b56c\",\n base0C: \"#86c1b9\",\n base0D: \"#7cafc2\",\n base0E: \"#ba8baf\",\n base0F: \"#a16946\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"eighties\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2d2d2d\",\n base01: \"#393939\",\n base02: \"#515151\",\n base03: \"#747369\",\n base04: \"#a09f93\",\n base05: \"#d3d0c8\",\n base06: \"#e8e6df\",\n base07: \"#f2f0ec\",\n base08: \"#f2777a\",\n base09: \"#f99157\",\n base0A: \"#ffcc66\",\n base0B: \"#99cc99\",\n base0C: \"#66cccc\",\n base0D: \"#6699cc\",\n base0E: \"#cc99cc\",\n base0F: \"#d27b53\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"embers\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#16130F\",\n base01: \"#2C2620\",\n base02: \"#433B32\",\n base03: \"#5A5047\",\n base04: \"#8A8075\",\n base05: \"#A39A90\",\n base06: \"#BEB6AE\",\n base07: \"#DBD6D1\",\n base08: \"#826D57\",\n base09: \"#828257\",\n base0A: \"#6D8257\",\n base0B: \"#57826D\",\n base0C: \"#576D82\",\n base0D: \"#6D5782\",\n base0E: \"#82576D\",\n base0F: \"#825757\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"flat\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2C3E50\",\n base01: \"#34495E\",\n base02: \"#7F8C8D\",\n base03: \"#95A5A6\",\n base04: \"#BDC3C7\",\n base05: \"#e0e0e0\",\n base06: \"#f5f5f5\",\n base07: \"#ECF0F1\",\n base08: \"#E74C3C\",\n base09: \"#E67E22\",\n base0A: \"#F1C40F\",\n base0B: \"#2ECC71\",\n base0C: \"#1ABC9C\",\n base0D: \"#3498DB\",\n base0E: \"#9B59B6\",\n base0F: \"#be643c\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"google\",\n author: \"seth wright (http://sethawright.com)\",\n base00: \"#1d1f21\",\n base01: \"#282a2e\",\n base02: \"#373b41\",\n base03: \"#969896\",\n base04: \"#b4b7b4\",\n base05: \"#c5c8c6\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08:

\"#CC342B\",\n base09: \"#F96A38\",\n base0A: \"#FBA922\",\n base0B: \"#198844\",\n base0C: \"#3971ED\",\n base0D: \"#3971ED\",\n base0E: \"#A36AC7\",\n base0F: \"#3971ED\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0,
t.default = {\n scheme: \"grayscale\",\n author: \"alexandre gavioli (https://github.com/alexx2/)\",\n base00: \"#101010\",\n base01: \"#252525\",\n base02: \"#464646\",\n base03: \"#525252\",\n base04: \"#ababab\",\n base05: \"#b9b9b9\",\n base06: \"#e3e3e3\",\n base07: \"#f7f7f7\",\n base08: \"#7c7c7c\",\n base09: \"#999999\",\n base0A: \"#a0a0a0\",\n base0B: \"#8e8e8e\",\n base0C: \"#868686\",\n base0D: \"#686868\",\n base0E: \"#747474\",\n base0F: \"#5e5e5e\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"green screen\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#001100\",\n base01: \"#003300\",\n base02: \"#005500\",\n base03: \"#007700\",\n base04: \"#009900\",\n base05: \"#00bb00\",\n base06: \"#00dd00\",\n base07: \"#00ff00\",\n
base08: \"#007700\",\n base09: \"#009900\",\n base0A: \"#007700\",\n base0B: \"#00bb00\",\n base0C: \"#005500\",\n base0D: \"#009900\",\n base0E: \"#00bb00\",\n base0F: \"#005500\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"harmonic16\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#0b1c2c\",\n base01: \"#223b54\",\n base02: \"#405c79\",\n base03: \"#627e99\",\n base04: \"#aabcce\",\n base05: \"#cbd6e2\",\n base06: \"#e5ebf1\",\n base07: \"#f7f9fb\",\n base08: \"#bf8b56\",\n base09: \"#bfbf56\",\n base0A: \"#8bbf56\",\n base0B: \"#56bf8b\",\n base0C: \"#568bbf\",\n base0D: \"#8b56bf\",\n base0E: \"#bf568b\",\n base0F: \"#bf5656\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n
scheme: \"hopscotch\",\n author: \"jan t. sott\",\n base00: \"#322931\",\n base01: \"#433b42\",\n base02: \"#5c545b\",\n base03: \"#797379\",\n base04: \"#989498\",\n base05: \"#b9b5b8\",\n base06: \"#d5d3d5\",\n base07: \"#ffffff\",\n base08: \"#dd464c\",\n base09: \"#fd8b19\",\n base0A: \"#fdcc59\",\n base0B: \"#8fc13e\",\n base0C: \"#149b93\",\n base0D: \"#1290bf\",\n base0E: \"#c85e7c\",\n base0F: \"#b33508\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"isotope\",\n author: \"jan t. sott\",\n base00: \"#000000\",\n base01: \"#404040\",\n base02: \"#606060\",\n base03: \"#808080\",\n base04: \"#c0c0c0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#ff0000\",\n base09: \"#ff9900\",\n base0A: \"#ff0099\",\n
base0B: \"#33ff00\",\n base0C: \"#00ffff\",\n base0D: \"#0066ff\",\n base0E: \"#cc00ff\",\n base0F: \"#3300ff\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"marrakesh\",\n author: \"alexandre gavioli (http://github.com/alexx2/)\",\n base00: \"#201602\",\n base01: \"#302e00\",\n base02: \"#5f5b17\",\n base03: \"#6c6823\",\n base04: \"#86813b\",\n base05: \"#948e48\",\n base06: \"#ccc37a\",\n base07: \"#faf0a5\",\n base08: \"#c35359\",\n base09: \"#b36144\",\n base0A: \"#a88339\",\n base0B: \"#18974e\",\n base0C: \"#75a738\",\n base0D: \"#477ca1\",\n base0E: \"#8868b3\",\n base0F: \"#b3588e\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"mocha\",\n author: \"chris kempson (http://chriskempson.com)\",\n
base00: \"#3B3228\",\n base01: \"#534636\",\n base02: \"#645240\",\n base03: \"#7e705a\",\n base04: \"#b8afad\",\n base05: \"#d0c8c6\",\n base06: \"#e9e1dd\",\n base07: \"#f5eeeb\",\n base08: \"#cb6077\",\n base09: \"#d28b71\",\n base0A: \"#f4bc87\",\n base0B: \"#beb55b\",\n base0C: \"#7bbda4\",\n base0D: \"#8ab3b5\",\n base0E: \"#a89bb9\",\n base0F: \"#bb9584\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"monokai\",\n author: \"wimer hazenberg (http://www.monokai.nl)\",\n base00: \"#272822\",\n base01: \"#383830\",\n base02: \"#49483e\",\n base03: \"#75715e\",\n base04: \"#a59f85\",\n base05: \"#f8f8f2\",\n base06: \"#f5f4f1\",\n base07: \"#f9f8f5\",\n base08: \"#f92672\",\n base09: \"#fd971f\",\n
base0A: \"#f4bf75\",\n base0B: \"#a6e22e\",\n base0C:

\"#a1efe4\",\n base0D: \"#66d9ef\",\n base0E: \"#ae81ff\",\n base0F: \"#cc6633\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"ocean\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2b303b\",\n base01: \"#343d46\",\n base02: \"#4f5b66\",\n base03: \"#65737e\",\n base04: \"#a7adba\",\n base05: \"#c0c5ce\",\n base06: \"#dfe1e8\",\n base07: \"#eff1f5\",\n base08: \"#bf616a\",\n base09: \"#d08770\",\n base0A: \"#ebcb8b\",\n base0B: \"#a3be8c\",\n base0C: \"#96b5b4\",\n base0D: \"#8fa1b3\",\n base0E: \"#b48ead\",\n base0F: \"#ab7967\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"paraiso\",\n author: \"jan t. sott\",\n base00: \"#2f1e2e\",\n base01: \"#41323f\",\n base02: \"#4f424c\",\n base03: \"#776e71\",\n base04: \"#8d8687\",\n base05: \"#a39e9b\",\n base06: \"#b9b6b0\",\n base07: \"#e7e9db\",\n base08: \"#ef6155\",\n base09: \"#f99b15\",\n base0A: \"#fec418\",\n base0B: \"#48b685\",\n base0C: \"#5bc4bf\",\n base0D: \"#06b6ef\",\n base0E: \"#815ba4\",\n base0F: \"#e96ba8\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"pop\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#000000\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#b0b0b0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#eb008a\",\n base09: \"#f29333\",\n base0A: \"#f8ca12\",\n base0B: \"#37b349\",\n base0C: \"#00aabb\",\n base0D: \"#0e5a94\",\n base0E: \"#b31e8d\",\n base0F: \"#7a2d00\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"railscasts\",\n author: \"ryan bates (http://railscasts.com)\",\n base00: \"#2b2b2b\",\n base01: \"#272935\",\n base02: \"#3a4055\",\n base03: \"#5a647e\",\n base04: \"#d4cfc9\",\n base05: \"#e6e1dc\",\n base06: \"#f4f1ed\",\n base07: \"#f9f7f3\",\n base08: \"#da4939\",\n base09: \"#cc7833\",\n base0A: \"#ffc66d\",\n base0B: \"#a5c261\",\n base0C: \"#519f50\",\n base0D: \"#6d9cbe\",\n base0E: \"#b6b3eb\",\n base0F: \"#bc9458\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"shapeshifter\",\n author: \"tyler benziger (http://tybenz.com)\",\n base00: \"#000000\",\n base01: \"#040404\",\n base02: \"#102015\",\n base03: \"#343434\",\n base04: \"#555555\",\n base05: \"#abababab\",\n base06: \"#e0e0e0\",\n base07: \"#f9f9f9\",\n base08: \"#e92f2f\",\n base09: \"#e09448\",\n base0A: \"#dddd13\",\n base0B: \"#0ed839\",\n base0C: \"#23edda\",\n base0D: \"#3b48e3\",\n base0E: \"#f996e2\",\n base0F: \"#69542d\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"solarized\",\n author: \"ethan schoonover (http://ethanschoonover.com/solarized)\",\n base00: \"#002b36\",\n base01: \"#073642\",\n base02: \"#586e75\",\n base03: \"#657b83\",\n base04: \"#839496\",\n base05: \"#93a1a1\",\n base06: \"#eee8d5\",\n base07: \"#fdf6e3\",\n base08: \"#dc322f\",\n base09: \"#cb4b16\",\n base0A: \"#b58900\",\n base0B: \"#859900\",\n base0C: \"#2aa198\",\n base0D: \"#268bd2\",\n base0E: \"#6c71c4\",\n base0F: \"#d33682\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"summerfruit\",\n author: \"christopher corley (http://cscorley.github.io/)\",\n base00: \"#151515\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#B0B0B0\",\n base05: \"#D0D0D0\",\n base06: \"#E0E0E0\",\n base07: \"#FFFFFF\",\n base08: \"#FF0086\",\n base09: \"#FD8900\",\n base0A: \"#ABA800\",\n base0B: \"#00C918\",\n base0C: \"#1faaaa\",\n base0D: \"#3777E6\",\n base0E: \"#AD00A1\",\n base0F: \"#cc6633\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"tomorrow\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#1d1f21\",\n base01: \"#282a2e\",\n base02: \"#373b41\",\n base03: \"#969896\",\n base04: \"#b4b7b4\",\n base05: \"#c5c8c6\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#cc6666\",\n base09: \"#de935f\",\n base0A: \"#f0c674\",\n base0B: \"#b5bd68\",\n base0C: \"#8abeb7\",\n base0D: \"#81a2be\",\n base0E: \"#b294bb\",\n base0F: \"#a3685a\"\n }, e.exports =

t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"london tube\",\n author: \"jan t. sott\",\n base00: \"#231f20\",\n base01: \"#1c3f95\",\n base02: \"#5a5758\",\n base03: \"#737171\",\n base04: \"#959ca1\",\n base05: \"#d9d8d8\",\n base06: \"#e7e7e8\",\n base07: \"#ffffff\",\n base08: \"#ee2e24\",\n base09: \"#f386a1\",\n base0A: \"#ffd204\",\n base0B: \"#00853e\",\n base0C: \"#85cebc\",\n base0D: \"#009ddc\",\n base0E: \"#98005d\",\n base0F: \"#b06110\"\n }, e.exports = t.default;\n }, function
(e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"twilight\",\n author: \"david hart (http://hart-dev.com)\",\n base00: \"#1e1e1e\",\n base01: \"#323537\",\n base02: \"#464b50\",\n base03: \"#5f5a60\",\n base04: \"#838184\",\n base05: \"#a7a7a7\",\n base06: \"#c3c3c3\",\n base07: \"#ffffff\",\n base08: \"#cf6a4c\",\n base09: \"#cda869\",\n base0A: \"#f9ee98\",\n base0B: \"#8f9d6a\",\n base0C: \"#afc4db\",\n base0D: \"#7587a6\",\n base0E: \"#9b859d\",\n base0F: \"#9b703f\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n var a = n(33);\n\n function r(e) {\n var t = Math.round(a(e, 0, 255)).toString(16);\n return 1 == t.length ? \"0\" + t : t;\n }\n\n e.exports = function (e) {\n var t = 4 === e.length ? r(255 * e[3]) : \"\";\n return \"#\" + r(e[0]) + r(e[1]) + r(e[2]) + t;\n };\n }, function
(e, t, n) {\n var
a = n(134),\n r = n(135),\n o = n(136),\n i = n(137);\n var s = {\n \"#\": r,\n hsl: function hsl(e) {\n var t = a(e),\n n = i(t);\n return 4 === t.length && n.push(t[3]), n;\n },\n rgb: o\n };\n\n function c(e) {\n for (var t in s) {\n if (0 === e.indexOf(t)) return s[t](e);\n }\n }\n\n c.rgb = o, c.hsl = a, c.hex = r, e.exports = c;\n }, function (e, t, n) {\n var a = n(44),\n r = n(33);\n\n function o(e, t) {\n switch (e = parseFloat(e), t) {\n case 0:\n return r(e, 0, 360);\n\n case 1:\n case 2:\n return r(e, 0, 100);\n\n case 3:\n return r(e, 0, 1);\n }\n }\n\n e.exports = function (e) {\n return a(e).map(o);\n };\n }, function (e, t) {\n e.exports = function (e) {\n 4 !== e.length && 5 !== e.length || (e = function (e) {\n for (var t = \"#\", n = 1; n < e.length; n++) {\n var a = e.charAt(n);\n t += a + a;\n }\n\n return t;\n }(e));\n var t = [parseInt(e.substring(1, 3), 16), parseInt(e.substring(3, 5), 16), parseInt(e.substring(5, 7), 16)];\n\n if (9 === e.length) {\n var n = parseFloat((parseInt(e.substring(7, 9), 16) / 255).toFixed(2));\n t.push(n);\n }\n\n return t;\n };\n }, function (e, t, n) {\n var a = n(44),\n r = n(33);\n\n function o(e, t) {\n return t < 3 ? -1 != e.indexOf(\"%\") ? Math.round(255 * r(parseInt(e, 10), 0, 100) / 100) : r(parseInt(e, 10), 0, 255) : r(parseFloat(e), 0, 1);\n }\n\n e.exports = function (e) {\n return a(e).map(o);\n };\n }, function (e, t) {\n e.exports = function (e) {\n var t,\n n,\n a,\n r,\n o,\n i = e[0] / 360,\n s = e[1] / 100,\n c = e[2] / 100;\n if (0 == s) return [o = 255 * c, o, o];\n t = 2 * c - (n = c < .5 ? c * (1 + s)
: c + s - c * s), r = [0, 0, 0];\n\n for (var l = 0; l < 3; l++) {\n (a = i + 1 / 3 * -(l - 1)) < 0 && a++, a > 1 && a--, o = 6 * a < 1 ? t + 6 * (n - t) * a : 2 * a < 1 ? n : 3 * a < 2 ? t + (n - t) * (2 / 3 - a) * 6 : t, r[l] = 255 * o;\n }\n\n return r;\n };\n }, function (e, t, n) {\n (function (t) {\n var n = \"object\" == typeof t && t && t.Object === Object && t,\n a = \"object\" == typeof self && self && self.Object === Object && self,\n r = n || a || Function(\"return this\")();\n\n function o(e, t, n) {\n switch (n.length) {\n case 0:\n return e.call(t);\n\n case 1:\n return e.call(t, n[0]);\n\n case 2:\n return e.call(t, n[0], n[1]);\n\n case 3:\n return e.call(t, n[0], n[1], n[2]);\n }\n\n return e.apply(t, n);\n }\n\n function i(e, t) {\n for (var n = -1, a = t.length, r = e.length; ++n < a;) {\n e[r + n] = t[n];\n }\n\n return e;\n }\n\n var s = Object.prototype,\n c = s.hasOwnProperty,\n l = s.toString,\n u = r.Symbol,\n f = s.propertyIsEnumerable,\n p = u ? u.isConcatSpreadable : void 0,\n d = Math.max;\n\n function b(e) {\n return h(e) || function (e) {\n return function (e) {\n return !!e && \"object\" == typeof e;\n }(e) && function (e) {\n return null != e && function (e) {\n return \"number\" == typeof e && e > -1 && e % 1 == 0 && e <= 9007199254740991;\n }(e.length) && !function (e) {\n var t = function (e) {\n var t = typeof e;\n return !!e && (\"object\" == t || \"function\" == t);\n }(e) ? l.call(e) : \"\";\n return \"[object Function]\" == t || \"[object GeneratorFunction]\" == t;\n

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}(e);\n }(e);\n }(e) && c.call(e, \"callee\") && (!f.call(e, \"callee\") || \"[object Arguments]\" == l.call(e));\n }(e) || !!(p && e && e[p]);\n }\n\n var h = Array.isArray;\n var v,\n m,\n y,\n g = (m = function m(e) {\n var t = (e = function e(t, n, a, r, o) {\n var s = -1,\n c = t.length;\n\n for (a || (a = b), o || (o = []); ++s < c;) {\n var l = t[s];\n n > 0 && a(l) ? n > 1 ? e(l, n - 1, a, r, o) : i(o, l) : r || (o[o.length] = l);\n }\n\n return o;\n }(e, 1)).length,\n n = t;\n\n for (v && e.reverse(); n--;) {\n if (\"function\" != typeof e[n]) throw new TypeError(\"Expected a function\");\n }\n\n return function () {\n for (var n = 0, a = t ? e[n].apply(this, arguments) : arguments[0]; ++n < t;) {\n a = e[n].call(this, a);\n }\n\n return a;\n };\n }, y = d(void 0 === y ? m.length - 1 : y, 0), function () {\n for (var e = arguments, t = -1, n = d(e.length - y, 0), a = Array(n); ++t < n;) {\n a[t] = e[y + t];\n }\n\n t = -1;\n\n for (var r = Array(y + 1); ++t < y;) {\n r[t] = e[t];\n }\n\n return r[y] = a, o(m, this, r);\n });\n e.exports = g;\n }).call(this, n(43));\n }, function (e, t, n) {\n \"use strict\";\n\n Object.defineProperty(t, \"__esModule\", {\n value: !0\n }), t.yuv2rgb = function (e) {\n var t,\n n,\n a,\n r = e[0],\n o = e[1],\n i = e[2];\n return t = 1 * r + 0 * o + 1.13983 * i, n = 1 * r + -.39465 * o + -.5806 * i, a = 1 * r + 2.02311 * o + 0 * i, t = Math.min(Math.max(0, t), 1), n = Math.min(Math.max(0, n), 1), a = Math.min(Math.max(0, a), 1), [255 * t, 255 * n, 255 * a];\n }, t.rgb2yuv = function (e) {\n var t = e[0] / 255,\n n = e[1] / 255,\n a = e[2] / 255;\n return [.299 * t + .587 * n + .114 * a, -.14713 * t + -.28886 * n + .436 * a, .615 * t + -.51499 * n + -.10001 * a];\n };\n }, function (e, t, n) {\n \"use strict\";\n\n function a(e, t, n) {\n return t in e ? Object.defineProperty(e, t, {\n value: n,\n enumerable: !0,\n configurable: !0,\n writable: !0\n }) : e[t] = n, e;\n }\n\n var r = n(141),\n o = function () {\n function e() {\n a(this, \"_callbacks\", void 0), a(this, \"_isDispatching\", void 0), a(this, \"_isHandled\", void 0), a(this, \"_isPending\", void 0), a(this, \"_lastID\", void 0), a(this, \"_pendingPayload\", void 0), this._callbacks = {}, this._isDispatching = !1, this._isHandled = {}, this._isPending = {}, this._lastID = 1;\n }\n\n var t = e.prototype;\n return t.register = function (e) {\n var t = \"ID_\" + this._lastID++;\n return this._callbacks[t] = e, t;\n }, t.unregister = function (e) {\n this._callbacks[e] || r(!1), delete this._callbacks[e];\n }, t.waitFor = function (e) {\n this._isDispatching || r(!1);\n\n for (var t = 0; t < e.length; t++) {\n var n = e[t];\n this._isPending[n] ? this._isHandled[n] || r(!1) : (this._callbacks[n] || r(!1), this._invokeCallback(n));\n }\n }, t.dispatch = function (e) {\n this._isDispatching && r(!1), this._startDispatching(e);\n\n try {\n for (var t in this._callbacks) {\n this._isPending[t] || this._invokeCallback(t);\n }\n } finally {\n this._stopDispatching();\n }\n }, t.isDispatching = function () {\n return this._isDispatching;\n }, t._invokeCallback = function (e) {\n this._isPending[e] = !0, this._callbacks[e](this._pendingPayload), this._isHandled[e] = !0;\n }, t._startDispatching = function (e) {\n for (var t in this._callbacks) {\n this._isPending[t] = !1, this._isHandled[t] = !1;\n }\n\n this._pendingPayload = e, this._isDispatching = !0;\n }, t._stopDispatching = function () {\n delete this._pendingPayload, this._isDispatching = !1;\n }, e;\n }();\n\n e.exports = o;\n }, function (e, t, n) {\n \"use strict\";\n\n var a = function a(e) {};\n\n e.exports = function (e, t) {\n for (var n = arguments.length, r = new Array(n > 2 ? n - 2 : 0), o = 2; o < n; o++) {\n r[o - 2] = arguments[o];\n }\n\n if (a(t), !e) {\n var i;\n if (void 0 === t) i = new Error(\"Minified exception occurred; use the non-minified dev environment for the full error message and additional helpful warnings.\");else {\n var s = 0;\n (i = new Error(t.replace(/%s/g, function () {\n return String(r[s++]);\n }))).name = \"Invariant Violation\";\n }\n throw i.framesToPop = 1, i;\n }\n };\n }, function (e, t, n) {\n \"use strict\";\n\n function a(e, t, n) {\n return t in e ? Object.defineProperty(e, t, {\n value: n,\n enumerable: !0,\n configurable: !0,\n writable: !0\n }) : e[t] = n, e;\n }\n\n function r(e, t) {\n var n = Object.keys(e);\n\n if (Object.getOwnPropertySymbols) {\n var a = Object.getOwnPropertySymbols(e);\n t && (a = a.filter(function (t) {\n return Object.getOwnPropertyDescriptor(e, t).enumerable;\n })), n.push.apply(n, a);\n }\n\n return n;\n }\n\n function o(e) {\n for (var t = 1; t < arguments.length; t++) {\n var n = null != arguments[t] ? arguments[t] : {};\n t % 2 ? r(Object(n), !0).forEach(function (t) {\n a(e, t, n[t]);\n }) :
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Object.getOwnPropertyDescriptors ? Object.defineProperties(e, Object.getOwnPropertyDescriptors(n)) :
r(Object(n)).forEach(function (t) {\n Object.defineProperty(e, t, Object.getOwnPropertyDescriptor(n,
t));\n });\n }\n\n return e;\n }\n\n function i(e, t) {\n if (!(e instanceof t)) throw new
TypeError(\"Cannot call a class as a function\");\n }\n\n function s(e, t) {\n for (var n = 0; n < t.length; n++)
{\n var a = t[n];\n a.enumerable = a.enumerable || !1, a.configurable = !0, \"value\" in a && (a.writable =
!0), Object.defineProperty(e, a.key, a);\n }\n }\n\n function c(e, t, n) {\n return t && s(e.prototype, t), n
&& s(e, n), e;\n }\n\n function l(e, t) {\n return (l = Object.setPrototypeOf || function (e, t) {\n return
e.__proto__ = t, e;\n })(e, t);\n }\n\n function u(e, t) {\n if (\"function\" != typeof t && null !== t) throw
new TypeError(\"Super expression must either be null or a function\");\n e.prototype = Object.create(t &&
t.prototype, {\n constructor: {\n value: e,\n writable: !0,\n configurable: !0\n }\n }),
t && l(e, t);\n }\n\n function f(e) {\n return (f = Object.setPrototypeOf ? Object.getPrototypeOf : function (e)
{\n return e.__proto__ || Object.getPrototypeOf(e);\n })(e);\n }\n\n function p(e) {\n return (p =
\"function\" == typeof Symbol && \"symbol\" == typeof Symbol.iterator ? function (e) {\n return typeof e;\n
} : function (e) {\n return e && \"function\" == typeof Symbol && e.constructor === Symbol && e !==
Symbol.prototype ? \"symbol\" : typeof e;\n })(e);\n }\n\n function d(e) {\n if (void 0 === e) throw new
ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n return e;\n }\n\n function b(e, t)
{\n return !t || \"object\" !== p(t) && \"function\" != typeof t ? d(e) : t;\n }\n\n function h(e) {\n var t =
function () {\n if (\"undefined\" == typeof Reflect || !Reflect.construct) return !1;\n if
(Reflect.construct.sham) return !1;\n if
(\"function\" == typeof Proxy) return !0;\n\n try {\n return
Date.prototype.toString.call(Reflect.construct(Date, [], function () {})), !0;\n } catch (e) {\n return !1;\n
}\n }();\n\n return function () {\n var n,\n a = f(e);\n\n if (t) {\n var r =
f(this).constructor;\n n = Reflect.construct(a, arguments, r);\n } else n = a.apply(this, arguments);\n\n
return b(this, n);\n };\n }\n\n n.r(t);\n var v = n(0),\n m = n.n(v);\n\n function y() {\n var e =
this.constructor.getDerivedStateFromProps(this.props, this.state);\n null != e && this.setState(e);\n }\n\n
function g(e) {\n this.setState(function (t) {\n var n = this.constructor.getDerivedStateFromProps(e, t);\n
return null != n ? n : null;\n }.bind(this));\n }\n\n function E(e, t) {\n try {\n var n = this.props,\n
a = this.state;\n
this.props = e, this.state = t, this.__reactInternalSnapshotFlag = !0, this.__reactInternalSnapshot =
this.getSnapshotBeforeUpdate(n, a);\n } finally {\n this.props = n, this.state = a;\n }\n }\n\n function
j(e) {\n var t = e.prototype;\n if (!t || !t.isReactComponent) throw new Error(\"Can only polyfill class
components\");\n if (\"function\" != typeof e.getDerivedStateFromProps && \"function\" != typeof
t.getSnapshotBeforeUpdate) return e;\n var n = null,\n a = null,\n r = null;\n\n if (\"function\" ==
typeof t.componentWillMount ? n = \"componentWillMount\" : \"function\" == typeof
t.UNSAFE_componentWillMount && (n = \"UNSAFE_componentWillMount\"), \"function\" == typeof
t.componentWillReceiveProps ? a = \"componentWillReceiveProps\" : \"function\" == typeof
t.UNSAFE_componentWillReceiveProps && (a = \"UNSAFE_componentWillReceiveProps\"), \"function\" ==
typeof t.componentWillUpdate ? r = \"componentWillUpdate\" : \"function\"
== typeof t.UNSAFE_componentWillUpdate && (r = \"UNSAFE_componentWillUpdate\"), null !== n || null !==
a || null !== r) {\n var o = e.displayName || e.name,\n i = \"function\" == typeof
e.getDerivedStateFromProps ? \"getDerivedStateFromProps()\" : \"getSnapshotBeforeUpdate()\";\n throw
Error(\"Unsafe legacy lifecycles will not be called for components using new component APIs.\\n\\n\" + o + \" uses
\" + i + \" but also contains the following legacy lifecycles:\" + (null !== n ? \"\\n  \" + n : \"\") + (null !== a ? \"\\n
\" + a : \"\") + (null !== r ? \"\\n  \" + r : \"\") + \"\\n\\nThe above lifecycles should be removed. Learn more about
this warning here:\\nhttps://fb.me/react-async-component-lifecycle-hooks\");\n }\n\n if (\"function\" == typeof
e.getDerivedStateFromProps && (t.componentWillMount = y, t.componentWillReceiveProps = g), \"function\" ==
typeof t.getSnapshotBeforeUpdate) {\n if (\"function\" != typeof t.componentDidUpdate)
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throw new Error(\"Cannot polyfill getSnapshotBeforeUpdate() for components that do not define componentDidUpdate() on the prototype\");\n t.componentWillUpdate = E;\n var s = t.componentDidUpdate;\n\n t.componentDidUpdate = function (e, t, n) {\n var a = this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : n;\n s.call(this, e, t, a);\n };\n }\n\n return e;\n }\n\n function x(e, t) {\n if (null == e) return {};\n\n var n,\n a,\n r = function (e, t) {\n if (null == e) return {};\n var n,\n a,\n r = {},\n o = Object.keys(e);\n\n for (a = 0; a < o.length; a++) {\n n = o[a], t.indexOf(n) >= 0 || (r[n] = e[n]);\n }\n\n return r;\n }(e, t);\n\n if (Object.getOwnPropertySymbols) {\n var o = Object.getOwnPropertySymbols(e);\n\n for (a = 0; a < o.length; a++) {\n n = o[a], t.indexOf(n) >= 0 || Object.prototype.propertyIsEnumerable.call(e, n) && (r[n] = e[n]);\n }\n }\n\n return r;\n }\n\n function _(e) {\n var t = function (e) {\n return {}.toString.call(e).match(/\\s([a-zA-Z]+)/)[1].toLowerCase();\n }(e);\n\n return \"number\" === t && (t = isNaN(e) ? \"nan\" : (0 | e) != e ? \"float\" : \"integer\"), t;\n }\n\n y.__suppressDeprecationWarning = !0, g.__suppressDeprecationWarning = !0, E.__suppressDeprecationWarning = !0;\n\n var k = {\n scheme: \"rjv-default\",\n author: \"mac gainor\",\n base00: \"rgba(0, 0, 0, 0)\",\n base01: \"rgb(245, 245, 245)\",\n base02: \"rgb(235, 235, 235)\",\n base03: \"#93a1a1\",\n base04: \"rgba(0, 0, 0, 0.3)\",\n base05: \"#586e75\",\n base06: \"#073642\",\n base07: \"#002b36\",\n base08: \"#d33682\",\n base09: \"#cb4b16\",\n base0A: \"#dc322f\",\n base0B: \"#859900\",\n base0C: \"#6c71c4\",\n base0D: \"#586e75\",\n base0E: \"#2aa198\",\n base0F: \"#268bd2\"\n },\n O = {\n scheme: \"rjv-grey\",\n author: \"mac gainor\",\n base00: \"rgba(1, 1, 1, 0)\",\n base01: \"rgba(1, 1, 1, 0.1)\",\n base02: \"rgba(0, 0, 0, 0.2)\",\n base03: \"rgba(1, 1, 1, 0.3)\",\n base04: \"rgba(0, 0, 0, 0.4)\",\n base05: \"rgba(1, 1, 1, 0.5)\",\n base06: \"rgba(1, 1, 1, 0.6)\",\n base07: \"rgba(1, 1, 1, 0.7)\",\n base08: \"rgba(1, 1, 1, 0.8)\",\n base09: \"rgba(1, 1, 1, 0.8)\",\n base0A: \"rgba(1, 1, 1, 0.8)\",\n base0B: \"rgba(1, 1, 1, 0.8)\",\n base0C: \"rgba(1, 1, 1, 0.8)\",\n base0D: \"rgba(1, 1, 1, 0.8)\",\n base0E: \"rgba(1, 1, 1, 0.8)\",\n base0F: \"rgba(1, 1, 1, 0.8)\"\n },\n C = {\n white: \"#fff\",\n black: \"#000\",\n transparent: \"rgba(1, 1, 1, 0)\",\n globalFontFamily: \"monospace\",\n globalCursor: \"default\",\n indentBlockWidth: \"5px\",\n braceFontWeight: \"bold\",\n braceCursor: \"pointer\",\n ellipsisFontSize: \"18px\",\n ellipsisLineHeight: \"10px\",\n ellipsisCursor: \"pointer\",\n keyMargin: \"0px 5px\",\n keyLetterSpacing: \"0.5px\",\n keyFontStyle: \"none\",\n keyBorderRadius: \"3px\",\n keyColonWeight: \"bold\",\n keyVerticalAlign: \"top\",\n keyOpacity: \"0.85\",\n keyOpacityHover: \"1\",\n keyValPaddingTop: \"3px\",\n keyValPaddingBottom: \"3px\",\n keyValPaddingRight: \"5px\",\n keyValBorderLeft: \"1px solid\",\n keyValBorderHover: \"2px solid\",\n keyValPaddingHover: \"3px 5px 3px 4px\",\n pushedContentMarginLeft: \"6px\",\n variableValuePaddingRight: \"6px\",\n nullFontSize: \"11px\",\n nullFontWeight: \"bold\",\n nullPadding: \"1px 2px\",\n nullBorderRadius: \"3px\",\n nanFontSize: \"11px\",\n nanFontWeight: \"bold\",\n nanPadding: \"1px 2px\",\n nanBorderRadius: \"3px\",\n undefinedFontSize: \"11px\",\n undefinedFontWeight: \"bold\",\n undefinedPadding: \"1px 2px\",\n undefinedBorderRadius: \"3px\",\n dataTypeFontSize: \"11px\",\n dataTypeMarginRight: \"4px\",\n datatypeOpacity: \"0.8\",\n objectSizeBorderRadius: \"3px\",\n objectSizeFontStyle: \"italic\",\n objectSizeMargin: \"0px 6px 0px 0px\",\n clipboardCursor: \"pointer\",\n clipboardCheckMarginLeft: \"-12px\",\n metaDataPadding: \"0px 0px 0px 10px\",\n arrayGroupMetaPadding: \"0px 0px 0px 4px\",\n iconContainerWidth: \"17px\",\n tooltipPadding: \"4px\",\n editInputMinWidth: \"130px\",\n editInputBorderRadius: \"2px\",\n editInputPadding: \"5px\",\n editInputMarginRight: \"4px\",\n editInputFontFamily: \"monospace\",\n iconCursor: \"pointer\",\n iconFontSize: \"15px\",\n iconPaddingRight: \"1px\",\n dateValueMarginLeft: \"2px\",\n iconMarginRight: \"3px\",\n detectedRowPaddingTop: \"3px\",\n addKeyCoverBackground: \"rgba(255, 255, 255, 0.3)\",\n addKeyCoverPosition: \"absolute\",\n addKeyCoverPositionPx: \"0px\",\n addKeyModalWidth: \"200px\",\n addKeyModalMargin: \"auto\",\n addKeyModalPadding: \"10px\",\n addKeyModalRadius: \"3px\"\n },\n S = n(45),\n w = function w(e) {\n var t = function (e) {\n return {\n backgroundColor:

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e.base00,\n ellipsisColor: e.base09,\n braceColor: e.base07,\n expandedIcon: e.base0D,\n collapsedIcon: e.base0E,\n keyColor: e.base07,\n arrayKeyColor: e.base0C,\n objectSize: e.base04,\n copyToClipboard: e.base0F,\n copyToClipboardCheck: e.base0D,\n objectBorder: e.base02,\n dataTypes: {\n boolean: e.base0E,\n date: e.base0D,\n float: e.base0B,\n function: e.base0D,\n integer: e.base0F,\n
 string: e.base09,\n nan: e.base08,\n null: e.base0A,\n undefined: e.base05,\n regexp: e.base0A,\n background: e.base02\n },\n editVariable: {\n editIcon: e.base0E,\n
 cancelIcon: e.base09,\n removeIcon: e.base09,\n addIcon: e.base0E,\n checkIcon: e.base0E,\n
 background: e.base01,\n color: e.base0A,\n border: e.base07\n },\n addKeyModal: {\n background: e.base05,\n border: e.base04,\n color: e.base0A,\n labelColor: e.base01\n },\n validationFailure: {\n background: e.base09,\n iconColor: e.base01,\n fontColor: e.base01\n }\n };\n }(e);\n\n return {\n \"app-container\": {\n fontFamily: C.globalFontFamily,\n cursor: C.globalCursor,\n backgroundColor: t.backgroundColor,\n
 position: \"relative\"\n },\n ellipsis: {\n display: \"inline-block\",\n color: t.ellipsisColor,\n
 fontSize: C.ellipsisFontSize,\n lineHeight: C.ellipsisLineHeight,\n cursor: C.ellipsisCursor\n },\n \"brace-row\": {\n display: \"inline-block\",\n cursor: \"pointer\"\n },\n brace: {\n display: \"inline-block\",\n cursor: C.braceCursor,\n fontWeight: C.braceFontWeight,\n color: t.braceColor\n },\n \"expanded-icon\": {\n color: t.expandedIcon\n },\n \"collapsed-icon\": {\n
 color: t.collapsedIcon\n },\n colon: {\n display: \"inline-block\",\n margin: C.keyMargin,\n
 color: t.keyColor,\n verticalAlign: \"top\"\n },\n objectKeyVal: function objectKeyVal(e, n) {\n
 return {\n style: o({\n
 paddingTop: C.keyValPaddingTop,\n paddingRight: C.keyValPaddingRight,\n paddingBottom: C.keyValPaddingBottom,\n borderLeft: C.keyValBorderLeft + \" \" + t.objectBorder,\n \":hover\": {\n paddingLeft: n.paddingLeft - 1 + \"px\",\n borderLeft: C.keyValBorderHover + \" \" + t.objectBorder\n }\n }, n)\n };\n },\n \"object-key-val-no-border\": {\n padding: C.keyValPadding\n },\n \"pushed-content\": {\n marginLeft: C.pushedContentMarginLeft\n },\n
 variableValue: function variableValue(e, t) {\n return {\n style: o({\n display: \"inline-block\",\n paddingRight: C.variableValuePaddingRight,\n position: \"relative\"\n }, t)\n };\n },\n \"object-name\": {\n display: \"inline-block\",\n color: t.keyColor,\n
 letterSpacing: C.keyLetterSpacing,\n fontStyle: C.keyFontStyle,\n verticalAlign: C.keyVerticalAlign,\n opacity: C.keyOpacity,\n \":hover\": {\n opacity: C.keyOpacityHover\n }\n },\n \"array-key\": {\n display: \"inline-block\",\n color: t.arrayKeyColor,\n letterSpacing: C.keyLetterSpacing,\n fontStyle: C.keyFontStyle,\n verticalAlign: C.keyVerticalAlign,\n
 opacity: C.keyOpacity,\n \":hover\": {\n opacity: C.keyOpacityHover\n }\n },\n \"object-size\": {\n color: t.objectSize,\n borderRadius: C.objectSizeBorderRadius,\n fontStyle: C.objectSizeFontStyle,\n margin: C.objectSizeMargin,\n cursor: \"default\"\n },\n \"data-type-label\": {\n fontSize: C.dataTypeFontSize,\n marginRight: C.dataTypeMarginRight,\n opacity: C.datatypeOpacity\n
 },\n boolean: {\n display: \"inline-block\",\n color: t.dataTypes.boolean\n },\n date: {\n
 display: \"inline-block\",\n color: t.dataTypes.date\n },\n \"date-value\": {\n marginLeft: C.dateValueMarginLeft\n },\n float: {\n display: \"inline-block\",\n color: t.dataTypes.float\n },\n function: {\n display: \"inline-block\",\n color: t.dataTypes.function,\n cursor: \"pointer\",\n whiteSpace: \"pre-line\"\n },\n \"function-value\": {\n fontStyle: \"italic\"\n },\n integer: {\n display: \"inline-block\",\n color: t.dataTypes.integer\n },\n string: {\n display: \"inline-block\",\n color: t.dataTypes.string\n },\n nan: {\n display: \"inline-block\",\n
 color: t.dataTypes.nan,\n fontSize: C.nanFontSize,\n
 fontWeight: C.nanFontWeight,\n backgroundColor: t.dataTypes.background,\n padding: C.nanPadding,\n borderRadius: C.nanBorderRadius\n },\n null: {\n display: \"inline-block\",\n
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color: t.dataTypes.null,\n fontSize: C.nullFontSize,\n fontWeight: C.nullFontWeight,\n backgroundColor: t.dataTypes.background,\n padding: C.nullPadding,\n borderRadius: C.nullBorderRadius\n },\n undefined: {\n display: \"inline-block\",\n color: t.dataTypes.undefined,\n fontSize: C.undefinedFontSize,\n padding: C.undefinedPadding,\n borderRadius: C.undefinedBorderRadius,\n backgroundColor: t.dataTypes.background\n },\n regexp: {\n display: \"inline-block\",\n color: t.dataTypes.regexp\n },\n \"copy-to-clipboard\": {\n cursor: C.clipboardCursor\n },\n \"copy-icon\":
{\n color: t.copyToClipboard,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight,\n verticalAlign: \"top\"\n },\n \"copy-icon-copied\": {\n color: t.copyToClipboardCheck,\n marginLeft: C.clipboardCheckMarginLeft\n },\n \"array-group-meta-data\": {\n display: \"inline-block\",\n padding: C.arrayGroupMetaPadding\n },\n \"object-meta-data\": {\n display: \"inline-block\",\n padding: C.metaDataPadding\n },\n \"icon-container\": {\n display: \"inline-block\",\n width: C.iconContainerWidth\n },\n tooltip: {\n padding: C.tooltipPadding\n },\n removeVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.removeIcon,\n cursor: C.iconCursor,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight\n
},\n addVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.addIcon,\n cursor: C.iconCursor,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight\n },\n editVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.editIcon,\n cursor: C.iconCursor,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight\n },\n \"edit-icon-container\": {\n display: \"inline-block\",\n verticalAlign: \"top\"\n },\n \"check-icon\": {\n display: \"inline-block\",\n cursor: C.iconCursor,\n color: t.editVariable.checkIcon,\n fontSize: C.iconFontSize,\n paddingRight: C.iconPaddingRight\n },\n \"cancel-icon\": {\n display: \"inline-block\",\n cursor: C.iconCursor,\n
color: t.editVariable.cancelIcon,\n fontSize: C.iconFontSize,\n paddingRight: C.iconPaddingRight\n },\n \"edit-input\": {\n display: \"inline-block\",\n minWidth: C.editInputMinWidth,\n borderRadius: C.editInputBorderRadius,\n backgroundColor: t.editVariable.background,\n color: t.editVariable.color,\n padding: C.editInputPadding,\n marginRight: C.editInputMarginRight,\n fontFamily: C.editInputFontFamily\n },\n \"detected-row\": {\n paddingTop: C.detectedRowPaddingTop\n },\n \"key-modal-request\": {\n position: C.addKeyCoverPosition,\n top: C.addKeyCoverPositionPx,\n left: C.addKeyCoverPositionPx,\n right: C.addKeyCoverPositionPx,\n bottom: C.addKeyCoverPositionPx,\n backgroundColor: C.addKeyCoverBackground\n },\n \"key-modal\": {\n width: C.addKeyModalWidth,\n backgroundColor: t.addKeyModal.background,\n marginLeft: C.addKeyModalMargin,\n marginRight: C.addKeyModalMargin,\n padding: C.addKeyModalPadding,\n borderRadius: C.addKeyModalRadius,\n marginTop: \"15px\",\n position: \"relative\"\n },\n \"key-modal-label\": {\n color: t.addKeyModal.labelColor,\n marginLeft: \"2px\",\n marginBottom: \"5px\",\n fontSize: \"11px\"\n },\n \"key-modal-input-container\": {\n overflow: \"hidden\"\n },\n \"key-modal-input\": {\n width: \"100%\",\n padding: \"3px 6px\",\n fontFamily: \"monospace\",\n color: t.addKeyModal.color,\n border: \"none\",\n boxSizing: \"border-box\",\n borderRadius: \"2px\"\n },\n \"key-modal-cancel\": {\n backgroundColor: t.editVariable.removeIcon,\n position: \"absolute\",\n top: \"0px\",\n
right: \"0px\",\n borderRadius: \"0px 3px 0px 3px\",\n cursor: \"pointer\"\n },\n \"key-modal-cancel-icon\": {\n color: t.addKeyModal.labelColor,\n fontSize: C.iconFontSize,\n transform: \"rotate(45deg)\"\n },\n \"key-modal-submit\": {\n color: t.editVariable.addIcon,\n fontSize: C.iconFontSize,\n position: \"absolute\",\n right: \"2px\",\n top: \"3px\",\n cursor: \"pointer\"\n },\n \"function-ellipsis\": {\n display: \"inline-block\",\n color: t.ellipsisColor,\n

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fontSize: C.ellipsisFontSize,\n lineHeight: C.ellipsisLineHeight,\n cursor: C.ellipsisCursor\n },\n \"validation-failure\": {\n float: \"right\",\n padding: \"3px 6px\",\n borderRadius: \"2px\",\n cursor: \"pointer\",\n color: t.validationFailure.fontColor,\n backgroundColor: t.validationFailure.background\n },\n \"validation-failure-label\": {\n marginRight: \"6px\"\n },\n \"validation-failure-clear\": {\n position: \"relative\",\n verticalAlign: \"top\",\n cursor: \"pointer\",\n color: t.validationFailure.iconColor,\n fontSize: C.iconFontSize,\n transform: \"rotate(45deg)\"\n }\n };\n };\n\n function A(e, t, n) {\n return e || console.error(\"theme has not been set\"), function (e) {\n var t = k;\n return !1 !== e && \"none\" !== e || (t = O), Object(S.createStyling)(w, {\n defaultBase16: t\n })(e);\n }(e)(t, n);\n }\n\n var M = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = (e.rjvId, e.type_name),\n n = e.displayDataTypes,\n a = e.theme;\n return n ? m.a.createElement(\"span\", Object.assign({\n className: \"data-type-label\"\n }, A(a, \"data-type-label\")), t) : null;\n }\n }]), n;\n }(m.a.PureComponent),\n P = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"boolean\"), m.a.createElement(M, Object.assign({\n type_name: \"bool\"\n }, e)), e.value ? \"true\" : \"false\");\n }\n }]), n;\n }(m.a.PureComponent),\n F = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"date\"), m.a.createElement(M, Object.assign({\n type_name: \"date\"\n }, e)), m.a.createElement(\"span\", Object.assign({\n className: \"date-value\"\n }, A(e.theme, \"date-value\")), e.value.toLocaleTimeString(\"en-us\", {\n weekday: \"short\",\n year: \"numeric\",\n month: \"short\",\n day: \"numeric\",\n hour: \"2-digit\",\n minute: \"2-digit\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n D = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme,\n \"float\"), m.a.createElement(M, Object.assign({\n type_name: \"float\"\n }, e)), this.props.value);\n }\n }]), n;\n }(m.a.PureComponent);\n\n function I(e, t) {\n (null == t || t > e.length) && (t = e.length);\n\n for (var n = 0, a = new Array(t); n < t; n++) {\n a[n] = e[n];\n }\n\n return a;\n }\n\n function R(e, t) {\n if (e) {\n if (\"string\" == typeof e) return I(e, t);\n var n = Object.prototype.toString.call(e).slice(8, -1);\n return \"Object\" === n && e.constructor && (n = e.constructor.name), \"Map\" === n || \"Set\" === n ? Array.from(e) : \"Arguments\" === n || /^(?:Ui|I)nt(?:8|16|32)(?:Clamped)?Array$/.test(n) ? I(e, t) : void 0;\n }\n }\n\n function L(e, t) {\n var _n;\n\n if (\"undefined\" == typeof Symbol || null == e[Symbol.iterator]) {\n if (Array.isArray(e) || (_n = R(e)) || t && e && \"number\" == typeof e.length) {\n _n && (e = _n);\n\n var a = 0,\n r = function r() {};\n\n return {\n s: r,\n n: function n() {\n return a >= e.length ? {\n done: !0\n } : {\n done: !1,\n value: e[a++]\n };\n },\n e: function e(_e2) {\n throw _e2;\n },\n f: r\n };\n }\n\n throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\");\n }\n\n var o,\n i = !0,\n s = !1;\n return {\n s: function s() {\n _n = e[Symbol.iterator]();\n },\n n: function n() {\n var e = _n.next();\n\n return i = e.done, e;\n },\n e: function e(_e3) {\n s = !0, o = _e3;\n },\n f: function f() {\n try {\n i || null == _n.return || _n.return();\n } finally {\n if (s) throw o;\n }\n }\n };\n }\n\n function B(e) {\n return function (e) {\n if (Array.isArray(e)) return I(e);\n }(e) || function (e) {\n if (\"undefined\" != typeof Symbol && Symbol.iterator in Object(e)) return Array.from(e);\n }(e) || R(e) || function () {\n throw new TypeError(\"Invalid attempt to spread non-iterable instance.\\nIn order to be iterable, non-array
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objects must have a [Symbol.iterator]() method.\");\n    }();\n    }\n\n    var N = n(46),\n        z = new (n(47).Dispatcher)(),\n        T = new (function (e) {\n        u(n, e);\n        var t = h(n);\n\n        function n() {\n            var e;\n            i(this, n);\n\n            for (var a = arguments.length, r = new Array(a), s = 0; s < a; s++) {\n                r[s] = arguments[s];\n            }\n\n            return (e = t.call.apply(t, [this].concat(r))).objects = {}, e.set = function (t, n, a, r) {\n                void 0 === e.objects[t] && (e.objects[t] = {}), void 0 === e.objects[t][n] && (e.objects[t][n] = {}), e.objects[t][n][a] = r;\n            }, e.get = function (t, n, a, r) {\n                return void 0 === e.objects[t] || void 0 === e.objects[t][n] || null == e.objects[t][n][a] ? r : e.objects[t][n][a];\n            }, e.handleAction = function (t) {\n                var n = t.rjvId,\n                    a = t.data;\n\n                switch (t.name) {\n                    case \"RESET\":\n                        e.emit(\"reset-\" + n);\n                        break;\n\n                    case \"VARIABLE_UPDATED\":\n                        t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n                            type: \"variable-edited\"\n                        })), e.emit(\"variable-update-\" + n);\n                        break;\n\n                    case \"VARIABLE_REMOVED\":\n                        t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n                            type: \"variable-removed\"\n                        })), e.emit(\"variable-update-\" + n);\n                        break;\n\n                    case \"VARIABLE_ADDED\":\n                        t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n                            type: \"variable-added\"\n                        })), e.emit(\"variable-update-\" + n);\n                        break;\n\n                    case \"ADD_VARIABLE_KEY_REQUEST\":\n                        e.set(n, \"action\", \"new-key-request\", a), e.emit(\"add-key-request-\" + n);\n                }\n            }, e.updateSrc = function (t, n) {\n                var a = n.name,\n                    r = n.namespace,\n                    o = n.new_value,\n                    i = (n.existing_value, n.variable_removed);\n                r.shift();\n                var s,\n                    c = e.get(t, \"global\", \"src\"),\n                    l = e.deepCopy(c, B(r)),\n                    u = l,\n                    f = L(r);\n\n                try {\n                    for (f.s(); !(s = f.n()).done;) {\n                        u = u[s.value];\n                    }\n                } catch (e) {\n                    f.e(e);\n                } finally {\n                    f.f();\n                }\n\n                return i ? \"array\" == _(u) ? u.splice(a, 1) : delete u[a] : null !== a ? u[a] = o : l = o, e.set(t, \"global\", \"src\", l), l;\n            }, e.deepCopy = function (t, n) {\n                var a,\n                    r = _(t),\n                    i = n.shift();\n\n                return \"array\" == r ? a = B(t) : \"object\" == r && (a = o({}, t)), void 0 !== i && (a[i] = e.deepCopy(t[i], n)), a;\n            }, e;\n        }\n\n        return n;\n    }(N.EventEmitter))();\n    z.register(T.handleAction.bind(T));\n\n    var q = T,\n        V = function (e) {\n            u(n, e);\n            var t = h(n);\n\n            function n(e) {\n                var a;\n                return i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n                    a.setState({\n                        collapsed: !a.state.collapsed\n                    }, function () {\n                        q.set(a.props.rjvId, a.props.namespace, \"collapsed\", a.state.collapsed);\n                    });\n                }, a.getFunctionDisplay = function (e) {\n                    var t = d(a).props;\n                    return e ? m.a.createElement(\"span\", null, a.props.value.toString().slice(9, -1).replace(/\\{[\\s\\S]+/, \"\"), m.a.createElement(\"span\", {\n                        className: \"function-collapsed\",\n                        style: {\n                            fontWeight: \"bold\"\n                        }\n                    }, m.a.createElement(\"span\", null, \"{\"), m.a.createElement(\"span\", A(t.theme, \"ellipsis\"), \"...\"), m.a.createElement(\"span\", null, \"}\"))) : a.props.value.toString().slice(9, -1);\n                }, a.state = {\n                    collapsed: q.get(e.rjvId, e.namespace, \"collapsed\", !0)\n                }, a;\n            }\n\n            return c(n, [{\n                key: \"render\",\n                value: function value() {\n                    var e = this.props,\n                        t = this.state.collapsed;\n                    return m.a.createElement(\"div\", A(e.theme, \"function\"), m.a.createElement(M, Object.assign({\n                        type_name: \"function\"\n                    }, e)), m.a.createElement(\"span\",
                    Object.assign({}, A(e.theme, \"function-value\"), {\n                        className: \"rjv-function-container\",\n                        onClick: this.toggleCollapsed\n                    }), this.getFunctionDisplay(t)));\n                }\n            }]), n;\n        }(m.a.PureComponent),\n        K = function (e) {\n            u(n, e);\n            var t = h(n);\n\n            function n() {\n                return i(this, n), t.apply(this, arguments);\n            }\n\n            return c(n, [{\n                key: \"render\",\n                value: function value() {\n                    return m.a.createElement(\"div\", A(this.props.theme, \"nan\"), \"NaN\");\n                }\n            }]), n;\n        }(m.a.PureComponent),\n        W = function (e) {\n            u(n, e);\n            var t = h(n);\n\n            function n() {\n                return i(this, n), t.apply(this, arguments);\n            }\n\n            return c(n, [{\n                key: \"render\",\n                value: function value() {\n                    return m.a.createElement(\"div\", A(this.props.theme, \"null\"), \"NULL\");\n                }\n            }]), n;\n        }(m.a.PureComponent),\n        H = function (e) {\n            u(n, e);\n            var t = h(n);\n\n            function n() {\n                return i(this, n), t.apply(this, arguments);\n            }\n\n            return c(n, [{\n                key: \"render\",\n                value: function value()
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{\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"integer\"), m.a.createElement(M, Object.assign({\n type_name: \"int\"\n }, e)), this.props.value);\n }\n }]), n;\n }(m.a.PureComponent),\n U = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"regexp\"), m.a.createElement(M, Object.assign({\n type_name: \"regexp\"\n }, e)), this.props.value.toString());\n }\n }]), n;\n }(m.a.PureComponent),\n G = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n a.setState({\n collapsed: !a.state.collapsed\n }, function () {\n q.set(a.props.rjvId, a.props.namespace, \"collapsed\", a.state.collapsed);\n });\n }, a.state = {\n collapsed: q.get(e.rjvId, e.namespace, \"collapsed\", !0)\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n this.state.collapsed;\n var e = this.props,\n t = e.collapseStringsAfterLength,\n n = e.theme,\n a = e.value,\n r = {\n style: {\n cursor: \"default\"\n }\n };\n return \"integer\" === _(t) && a.length > t && (r.style.cursor = \"pointer\", this.state.collapsed\n && (a = m.a.createElement(\"span\", null, a.substring(0, t), m.a.createElement(\"span\", A(n, \"ellipsis\"), \" ...\")))), m.a.createElement(\"div\", A(n, \"string\"), m.a.createElement(M, Object.assign({\n type_name: \"string\"\n }, e)), m.a.createElement(\"span\", Object.assign({\n className: \"string-value\"\n }, r, {\n onClick: this.toggleCollapsed\n }), '\"', a, '\"'));\n }\n }]), n;\n }(m.a.PureComponent),\n J = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n return m.a.createElement(\"div\", A(this.props.theme, \"undefined\"), \"undefined\");\n }\n }]), n;\n }(m.a.PureComponent);\n\n function Y() {\n return (Y = Object.assign || function (e) {\n for (var t = 1; t < arguments.length;\n t++) {\n var n = arguments[t];\n\n for (var a in n) {\n Object.prototype.hasOwnProperty.call(n, a) && (e[a] = n[a]);\n }\n }\n\n return e;\n }).apply(this, arguments);\n }\n\n var $ = v.useLayoutEffect,\n Q = function Q(e) {\n var t = Object(v.useRef)(e);\n return $(function () {\n t.current = e;\n }), t;\n },\n Z = function Z(e, t) {\n \"function\" != typeof e ? e.current = t : e(t);\n },\n X = function X(e, t) {\n var n = Object(v.useRef)();\n return Object(v.useCallback)(function (a) {\n e.current = a, n.current && Z(n.current, null), n.current = t, t && Z(t, a);\n }, [t]);\n },\n ee = {\n \"min-height\": \"0\",\n \"max-height\": \"none\",\n height: \"0\",\n visibility: \"hidden\",\n overflow: \"hidden\",\n position: \"absolute\",\n \"z-index\": \"-1000\",\n top: \"0\",\n right: \"0\"\n },\n te = function te(e) {\n Object.keys(ee).forEach(function (t) {\n e.style.setProperty(t, ee[t], \"important\");\n });\n },\n ne = null;\n\n var ae = function ae() {},\n re = [\"borderBottomWidth\", \"borderLeftWidth\", \"borderRightWidth\", \"borderTopWidth\", \"boxSizing\", \"fontFamily\", \"fontSize\", \"fontStyle\", \"fontWeight\", \"letterSpacing\", \"lineHeight\", \"paddingBottom\", \"paddingLeft\", \"paddingRight\", \"paddingTop\", \"tabSize\", \"textIndent\", \"textRendering\", \"textTransform\", \"width\"],\n oe = !!document.documentElement.currentStyle,\n ie = function ie(e, t) {\n var n = e.cacheMeasurements,\n a = e.maxRows,\n r = e.minRows,\n o = e.onChange,\n i = void 0 === o ? ae : o,\n s = e.onHeightChange,\n c = void 0 === s ? ae : s,\n l = function (e, t) {\n if (null == e) return {};\n var n,\n a,\n r =\n {},\n o = Object.keys(e);\n\n for (a = 0; a < o.length; a++) {\n n = o[a], t.indexOf(n) >= 0 || (r[n] = e[n]);\n }\n\n return r;\n }(e, [\"cacheMeasurements\", \"maxRows\", \"minRows\", \"onChange\", \"onHeightChange\"]);\n\n var u,\n f = void 0 !== l.value,\n p = Object(v.useRef)(null),\n d = X(p, t),\n b = Object(v.useRef)(0),\n h = Object(v.useRef)(),\n m = function m() {\n var e = p.current,\n t = n && h.current ? h.current : function (e) {\n var t = window.getComputedStyle(e);\n if (null === t) return null;\n var n,\n a = (n = t, re.reduce(function (e, t) {\n return e[t] = n[t], e;\n }, {})),\n r = a.boxSizing;\n return \"\" === r ? null : (oe && \"border-box\" === r && (a.width = parseFloat(a.width) + parseFloat(a.borderRightWidth) + parseFloat(a.borderLeftWidth) +

parseFloat(a.paddingRight)
+ parseFloat(a.paddingLeft) + \"px\"), {\n sizingStyle: a,\n paddingSize: parseFloat(a.paddingBottom)
+ parseFloat(a.paddingTop),\n borderSize: parseFloat(a.borderBottomWidth) +
parseFloat(a.borderTopWidth)\n });\n }(e);\n\n if (t) {\n h.current = t;\n\n var o = function
(e, t, n, a) {\n void 0 === n && (n = 1), void 0 === a && (a = 1 / 0), ne || ((ne =
document.createElement(\"textarea\")).setAttribute(\"tab-index\", \"-1\"), ne.setAttribute(\"aria-hidden\", \"true\"),
te(ne)), null === ne.parentNode && document.body.appendChild(ne);\n var r = e.paddingSize,\n o
= e.borderSize,\n i = e.sizingStyle,\n s = i.boxSizing;\n Object.keys(i).forEach(function (e)
{\n var t = e;\n ne.style[t] = i[t];\n }), te(ne), ne.value = t;\n\n var c = function (e, t) {\n
var n = e.scrollHeight;\n
return \"border-box\" === t.sizingStyle.boxSizing ? n + t.borderSize : n - t.paddingSize;\n }(ne,
e);\n\n ne.value = \"x\";\n var l = ne.scrollHeight - r,\n u = l * n;\n \"border-box\" ===
s && (u = u + r + o), c = Math.max(u, c);\n var f = l * a;\n return \"border-box\" === s && (f = f + r +
o), [c = Math.min(f, c), l];\n }(t, e.value || e.placeholder || \"x\", r, a),\n i = o[0],\n s = o[1];\n\n
b.current !== i && (b.current = i, e.style.setProperty(\"height\", i + \"px\", \"important\"), c(i, {\n
rowHeight: s\n }));\n }\n };\n\n return Object(v.useLayoutEffect)(m), u = Q(m),
Object(v.useLayoutEffect)(function () {\n var e = function e(_e4) {\n u.current(_e4);\n };\n\n
return window.addEventListener(\"resize\", e), function () {\n window.removeEventListener(\"resize\",
e);\n };\n }, []), Object(v.createElement)(\"textarea\", Y({}, l, {\n onChange: function onChange(e) {\n
f || m(), i(e);\n },\n ref: d\n }));\n },\n se = Object(v.forwardRef)(ie);\n\n function ce(e) {\n
e = e.trim();\n\n try {\n if (\"[\" === (e = JSON.stringify(JSON.parse(e)))[0]) return le(\"array\",
JSON.parse(e));\n if (\"{\" === e[0]) return le(\"object\", JSON.parse(e));\n if (e.match(/\\-?\\d+\\.\\d+/) &&
e.match(/\\-?\\d+\\.\\d+/)[0] === e) return le(\"float\", parseFloat(e));\n if (e.match(/\\-?\\d+e-\\d+/) &&
e.match(/\\-?\\d+e-\\d+/)[0] === e) return le(\"float\", Number(e));\n if (e.match(/\\-?\\d+/) && e.match(/\\-
?\\d+/)[0] === e) return le(\"integer\", parseInt(e));\n if (e.match(/\\-?\\d+e\\+\\d+/) && e.match(/\\-
?\\d+e\\+\\d+/)[0] === e) return le(\"integer\", Number(e));\n } catch (e) {}\n\n switch (e = e.toLowerCase())
{\n case \"undefined\":\n
return le(\"undefined\", void 0);\n\n case \"nan\":\n return le(\"nan\", NaN);\n\n case \"null\":\n
return le(\"null\", null);\n\n case \"true\":\n return le(\"boolean\", !0);\n\n case \"false\":\n
return le(\"boolean\", !1);\n\n default:\n if (e = Date.parse(e)) return le(\"date\", new Date(e));\n }\n\n
return le(!1, null);\n }\n\n function le(e, t) {\n return {\n type: e,\n value: t\n };\n }\n\n var ue
= function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this,
arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e =
this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n,
m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox:
\"0 0 24 24\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }),
m.a.createElement(\"path\", {\n d: \"M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59
20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,22A10,10 0 0,0 22,12A10,10 0 0,0
12,2M7,13H17V11H7\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n fe = function (e) {\n
u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return
c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n
n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({},
xe(t), {\n viewBox: \"0 0 24 24\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid
meet\"\n
}), m.a.createElement(\"path\", {\n d: \"M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59
20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,22A10,10 0 0,0 22,12A10,10 0 0,0
12,2M13,7H11V11H7V13H11V17H13V13H17V11H13V7Z\"\n }))));\n }\n }]), n;\n
}(m.a.PureComponent),\n pe = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return

i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]),\n a = xe(t).style;\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n fill: a.color,\n width: a.height,\n height: a.width,\n style: a,\n viewBox: \"0 0 1792 1792\"\n }, m.a.createElement(\"path\", {\n d: \"M1344 800v64q0 14-9 23t-23 9h-832q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h832q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n de = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]),\n a = xe(t).style;\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n fill: a.color,\n width: a.height,\n height: a.width,\n style: a,\n viewBox: \"0 0 1792 1792\"\n }, m.a.createElement(\"path\", {\n d: \"M1344 800v64q0 14-9 23t-23 9h-352v352q0 14-9 23t-23 9h-64q-14 0-23-9t-9-23v-352h-352q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h352v-352q0-14 9-23t23-9h64q14 0 23 9t9 23v352h352q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n be = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n style: o(o({}, xe(t).style), {}, {\n paddingLeft: \"2px\",\n verticalAlign: \"top\"\n }),\n viewBox: \"0 0 15 15\",\n fill: \"currentColor\"\n }, m.a.createElement(\"path\", {\n d: \"M0 14l6-6-6-6z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n he = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n style: o(o({}, xe(t).style), {}, {\n paddingLeft: \"2px\",\n verticalAlign: \"top\"\n }),\n viewBox: \"0 0 15 15\",\n fill: \"currentColor\"\n }, m.a.createElement(\"path\", {\n d: \"M0 5l6 6 6-6z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n ve = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m30 35h-25v-22.5h25v7.5h2.5v-12.5c0-1.4-1.1-2.5-2.5-2.5h-7.5c0-2.8-2.2-5-5-5s-5 2.2-5 5h-7.5c-1.4 0-2.5 1.1-2.5 2.5v27.5c0 1.4 1.1 2.5 2.5 2.5h25c1.4 0 2.5-1.1 2.5-2.5v-5h-2.5v5z m-20-27.5h2.5s2.5-1.1 2.5-2.5 1.1-2.5 2.5-2.5 2.5 1.1 2.5 2.5h2.5c1.3 0 2.5 1.1 2.5 2.5h2.5s2.5 1.1 2.5 2.5h-20c0-1.5 1.1-2.5 2.5-2.5z m-2.5 20h5v-2.5h-5v2.5z m17.5-5v-5l-10 7.5 10 7.5v-5h12.5v-5h-12.5z m-17.5 10h7.5v-2.5h-7.5v2.5z m12.5-17.5h-12.5v2.5h12.5v-2.5z m-7.5 5h-5v2.5h5v-2.5z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n me = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m28.6 25q0-0.5-0.4-1l-4-4 4-4q0.4-0.5

0.4-1
0-0.6-0.4-1.1l-2-2q-0.4-0.4-1-0.4-0.6 0-1 0.4l-4.1 4.1-4-4.1q-0.4-0.4-1-0.4-0.6 0-1 0.4l-2 2q-0.5 0.5-0.5 1.1 0 0.5 0.5 1l4 4-4 4q-0.5 0.5-0.5 1 0 0.7 0.5 1.1l2 2q0.4 0.4 1 0.4 0.6 0 1-0.4l4-4.1 4.1 4.1q0.4 0.4 1 0.4 0.6 0 1-0.4l2-2q0.4-0.4 0.4-1z m8.7-5q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n ye = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m30.1 21.4v-2.8q0-0.6-0.4-1t-1-0.5h-5.7v-5.7q0-0.6-0.4-1t-1-0.4h-2.9q-0.6 0-1 0.4t-0.4 1v5.7h-5.7q-0.6 0-1 0.5t-0.5 1v2.8q0 0.6 0.5 1t1 0.5h5.7v5.7q0 0.5 0.4 1t1 0.4h2.9q0.6 0 1-0.4t0.4-1v-5.7h5.7q0.6 0 1-0.5t0.4-1z m7.2-1.4q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n ge = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m31.6 21.6h-10v10h-3.2v-10h-10v-3.2h10v-10h3.2v10h10v3.2z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n Ee = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m19.8 26.4l2.6-2.6-3.4-3.4-2.6 2.6v1.3h2.2v2.1h1.2z m9.8-16q-0.3-0.4-0.7
0l-7.8 7.8q-0.4 0.4 0 0.7t0.7 0l7.8-7.8q0.4-0.4 0-0.7z m1.8 13.2v4.3q0 2.6-1.9 4.5t-4.5 1.9h-18.6q-2.6 0-4.5-1.9t-1.9-4.5v-18.6q0-2.7 1.9-4.6t4.5-1.8h18.6q1.4 0 2.6 0.5 0.3 0.2 0.4 0.5 0.1 0.4-0.2 0.7l-1.1 1.1q-0.3 0.3-0.7 0.1-0.5-0.1-1-0.1h-18.6q-1.4 0-2.5 1.1t-1 2.5v18.6q0 1.4 1 2.5t2.5 1h18.6q1.5 0 2.5-1t1.1-2.5v-2.9q0-0.2 0.2-0.4l1.4-1.5q0.3-0.3 0.8-0.1t0.4 0.6z m-2.1-16.5l6.4 6.5-15 15h-6.4v-6.5z m9.9 3l-2.1 2-6.4-6.4 2.1-2q0.6-0.7 1.5-0.7t1.5 0.7l3.4 3.4q0.6 0.6 0.6 1.5t-0.6 1.5z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n je = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({},
xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m31.7 16.4q0-0.6-0.4-1l-2.1-2.1q-0.4-0.4-1-0.4t-1 0.4l-9.1 9.1-5-5q-0.5-0.4-1-0.4t-1 0.4l-2.1 2q-0.4 0.4-0.4 1 0 0.6 0.4 1l8.1 8.1q0.4 0.4 1 0.4 0.6 0 1-0.4l12.2-12.1q0.4-0.4 0.4-1z m5.6 3.6q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent));\n\n function xe(e) {\n return e || (e = {}), {\n style: o(o({\n verticalAlign: \"middle\"\n }, e), {}, {\n color: e.color ? e.color : \"#000000\",\n height: \"1em\",\n width: \"1em\"\n })\n };\n }\n\n var _e = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).copiedTimer = null, a.handleCopy = function () {\n var e = document.createElement(\"textarea\"),\n t = a.props,\n n = t.clickCallback,\n r = t.src,\n o = t.namespace;\n e.innerHTML = JSON.stringify(a.clipboardValue(r), null, \" \"), document.body.appendChild(e), e.select(), document.execCommand(\"copy\"), document.body.removeChild(e),

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a.copiedTimer = setTimeout(function () {\n a.setState({\n copied: !1\n });\n }, 5500), a.setState({\n copied: !0\n }, function () {\n \"function\" == typeof n && n({\n src: r,\n namespace: o,\n name: o[o.length - 1]\n });\n });\n }, a.getClippyIcon = function () {\n var e = a.props.theme;\n return a.state.copied ? m.a.createElement(\"span\", null, m.a.createElement(ve, Object.assign({\n className: \"copy-icon\"\n }, A(e, \"copy-icon\"))), m.a.createElement(\"span\", A(e, \"copy-icon-copied\"), \"\")) : m.a.createElement(ve, Object.assign({\n className: \"copy-icon\"\n }, A(e, \"copy-icon\")));\n }, a.clipboardValue = function (e) {\n switch (_(e)) {\n case \"function\":\n case \"regexp\":\n return e.toString();\n\n default:\n return e;\n }\n }, a.state = {\n copied: !1\n }, a;\n }\n\n return c(n, [{\n key: \"componentWillUnmount\",\n value: function value() {\n this.copiedTimer && (clearTimeout(this.copiedTimer), this.copiedTimer = null);\n }\n }, {\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = (e.src, e.theme),\n n = e.hidden,\n a = e.rowHovered,\n r = A(t, \"copy-to-clipboard\").style,\n i = \"inline\";\n return n && (i = \"none\"), m.a.createElement(\"span\", {\n className: \"copy-to-clipboard-container\",\n title: \"Copy to clipboard\",\n style: {\n verticalAlign: \"top\",\n display: a ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(\"span\", {\n style: o(o({}, r), {}, {\n display: i\n }),\n onClick: this.handleCopy\n }, this.getClippyIcon()));\n }\n }]), n;\n }(m.a.PureComponent),\n ke = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).getEditIcon = function () {\n var e = a.props,\n t = e.variable,\n n = e.theme;\n return m.a.createElement(\"div\", {\n className: \"click-to-edit\",\n style: {\n verticalAlign: \"top\",\n display: a.state.hovered ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(Ee, Object.assign({\n className: \"click-to-edit-icon\"\n }, A(n, \"editVarIcon\"), {\n onClick: function onClick() {\n a.prepopInput(t);\n }\n })));\n }, a.prepopInput = function (e) {\n if (!1 !== a.props.onEdit) {\n var t = function (e) {\n var t;\n\n switch (_(e)) {\n case \"undefined\":\n t = \"undefined\";\n break;\n\n case \"nan\":\n t = \"NaN\";\n break;\n\n case \"string\":\n t = e;\n break;\n\n case \"date\":\n case \"function\":\n case \"regexp\":\n t = e.toString();\n break;\n\n default:\n try {\n t = JSON.stringify(e, null, \"  \");\n } catch (e) {\n t = \"\";\n }\n }\n\n return t;\n }(e.value),\n n = ce(t);\n\n a.setState({\n editMode: !0,\n editValue: t,\n parsedInput: {\n type: n.type,\n value: n.value\n }\n });\n }\n }, a.getRemoveIcon = function () {\n var e = a.props,\n t = e.variable,\n n = e.namespace,\n r = e.theme,\n o = e.rjvId;\n return m.a.createElement(\"div\", {\n className: \"click-to-remove\",\n style: {\n verticalAlign: \"top\",\n display: a.state.hovered ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(me, Object.assign({\n className: \"click-to-remove-icon\"\n }, A(r, \"removeVarIcon\"), {\n onClick: function onClick() {\n z.dispatch({\n name: \"VARIABLE_REMOVED\",\n rjvId: o,\n data: {\n name: t.name,\n namespace: n,\n existing_value: t.value,\n variable_removed: !0\n }\n });\n }\n })));\n }, a.getValue = function (e, t) {\n var n = !t && e.type,\n r = d(a).props;\n\n switch (n) {\n case !1:\n return a.getEditInput();\n\n case \"string\":\n return m.a.createElement(G, Object.assign({\n value: e.value\n }, r));\n\n case \"integer\":\n return m.a.createElement(H, Object.assign({\n value: e.value\n }, r));\n\n case \"float\":\n return m.a.createElement(D, Object.assign({\n value: e.value\n }, r));\n\n case \"boolean\":\n return m.a.createElement(P, Object.assign({\n value: e.value\n }, r));\n\n case \"function\":\n return m.a.createElement(V, Object.assign({\n value: e.value\n }, r));\n\n case \"null\":\n
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return m.a.createElement(W, r);\n\n case \"nan\":\n return m.a.createElement(K, r);\n\n
case \"undefined\":\n return m.a.createElement(J, r);\n\n case \"date\":\n return
m.a.createElement(F, Object.assign({\n value: e.value\n }, r));\n\n case \"regexp\":\n
return m.a.createElement(U, Object.assign({\n value: e.value\n }, r));\n\n default:\n
return m.a.createElement(\"div\", {\n className:
\"object-value\"\n }, JSON.stringify(e.value));\n }\n }, a.getEditInput = function () {\n var e
= a.props.theme,\n t = a.state.editValue;\n return m.a.createElement(\"div\", null,
m.a.createElement(se, Object.assign({\n type: \"text\",\n inputRef: function inputRef(e) {\n
return e && e.focus();\n },\n value: t,\n className: \"variable-editor\",\n onChange:
function onChange(e) {\n var t = e.target.value,\n n = ce(t);\n a.setState({\n
editValue: t,\n parsedInput: {\n type: n.type,\n value: n.value\n }\n
});\n },\n onKeyDown: function onKeyDown(e) {\n switch (e.key) {\n case
\"Escape\":\n a.setState({\n editMode: !1,\n
editValue: \"\"\n });\n break;\n\n case \"Enter\":\n (e.ctrlKey ||
e.metaKey) && a.submitEdit(!0);\n }\n\n e.stopPropagation();\n },\n placeholder:
\"update this value\",\n minRows: 2\n }, A(e, \"edit-input\"))), m.a.createElement(\"div\", A(e, \"edit-
icon-container\"), m.a.createElement(me, Object.assign({\n className: \"edit-cancel\"\n }, A(e,
\"cancel-icon\"), {\n onClick: function onClick() {\n a.setState({\n editMode: !1,\n
editValue: \"\"\n });\n }\n })), m.a.createElement(je, Object.assign({\n className: \"edit-
check string-value\"\n }, A(e, \"check-icon\"), {\n onClick: function onClick() {\n
a.submitEdit();\n }\n })), m.a.createElement(\"div\", null, a.showDetected())));\n
}, a.submitEdit = function (e) {\n var t = a.props,\n n = t.variable,\n r = t.namespace,\n
o = t.rjvId,\n i = a.state,\n s = i.editValue,\n c = i.parsedInput,\n l = s;\n e
&& c.type && (l = c.value), a.setState({\n editMode: !1\n }), z.dispatch({\n name:
\"VARIABLE_UPDATED\",\n rjvId: o,\n data: {\n name: n.name,\n namespace: r,\n
existing_value: n.value,\n new_value: l,\n variable_removed: !1\n }\n });\n },
a.showDetected = function () {\n var e = a.props,\n t = e.theme,\n n = (e.variable,
e.namespace, e.rjvId, a.state.parsedInput),\n r = (n.type, n.value, a.getDetectedInput());\n if (r) return
m.a.createElement(\"div\", null, m.a.createElement(\"div\", A(t, \"detected-row\"),
r, m.a.createElement(je, {\n className: \"edit-check detected\",\n style: o({\n verticalAlign:
\"top\",\n paddingLeft: \"3px\"\n }, A(t, \"check-icon\").style),\n onClick: function onClick()
{\n a.submitEdit(!0);\n }\n }))));\n }, a.getDetectedInput = function () {\n var e =
a.state.parsedInput,\n t = e.type,\n n = e.value,\n r = d(a).props,\n i = r.theme;\n
if (!1 !== t) switch (t.toLowerCase()) {\n case \"object\":\n return m.a.createElement(\"span\", null,
m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n cursor: \"default\"\n
})\n }, \"{\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"ellipsis\").style), {}, {\n
cursor: \"default\"\n
})\n }, \"...\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n
cursor: \"default\"\n })\n }, \"}\"));\n\n case \"array\":\n return
m.a.createElement(\"span\", null, m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {},
{\n cursor: \"default\"\n })\n }, \"[\"), m.a.createElement(\"span\", {\n style:
o(o({}, A(i, \"ellipsis\").style), {}, {\n cursor: \"default\"\n })\n }, \"...\"),
m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n cursor: \"default\"\n
})\n }, \"]\"));\n\n case \"string\":\n return m.a.createElement(G, Object.assign({\n
value: n\n }, r));\n\n case \"integer\":\n
return m.a.createElement(H, Object.assign({\n value: n\n }, r));\n\n case \"float\":\n
return m.a.createElement(D, Object.assign({\n value: n\n }, r));\n\n case
\"boolean\":\n return m.a.createElement(P, Object.assign({\n value: n\n }, r));\n\n
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case \"function\":\n            return m.a.createElement(V, Object.assign({\n              value: n\n            }, r));\n\n    case \"null\":\n            return m.a.createElement(W, r);\n\n          case \"nan\":\n            return
m.a.createElement(K, r);\n\n          case \"undefined\":\n            return m.a.createElement(J, r);\n\n          case
\"date\":\n            return m.a.createElement(F, Object.assign({\n              value: new Date(n)\n            }, r));\n
 }\n        }, a.state = {\n          editMode: !1,\n          editValue:
 \"\",\n          hovered: !1,\n          renameKey: !1,\n          parsedInput: {\n            type: !1,\n            value: null\n
}\n        }, a;\n      }\n\n      return c(n, [{\n        key: \"render\",\n        value: function value() {\n          var e = this,\n
          t = this.props,\n              n = t.variable,\n              a = t.singleIndent,\n              r = t.type,\n              i =
t.theme,\n              s = t.namespace,\n              c = t.indentWidth,\n              l = t.enableClipboard,\n              u =
t.onEdit,\n              f = t.onDelete,\n              p = t.onSelect,\n              d = t.displayArrayKey,\n              b =
t.quotesOnKeys,\n              h = this.state.editMode;\n          return m.a.createElement(\"div\", Object.assign({}, A(i,
\"objectKeyVal\", {\n            paddingLeft: c * a\n          }), {\n            onMouseEnter: function onMouseEnter() {\n
          return e.setState(o(o({}, e.state), {}, {\n
      hovered: !0\n              }));\n            },\n            onMouseLeave: function onMouseLeave() {\n              return
e.setState(o(o({}, e.state), {}, {\n                hovered: !1\n              }));\n            },\n            className: \"variable-
row\",\n            key: n.name\n          }), \"array\" == r ? d ? m.a.createElement(\"span\", Object.assign({}, A(i,
\"array-key\"), {\n            key: n.name + \"_\" + s\n          }), n.name, m.a.createElement(\"div\", A(i, \"colon\"),
\":\")) : null : m.a.createElement(\"span\", null, m.a.createElement(\"span\", Object.assign({}, A(i, \"object-name\"),
{\n            className: \"object-key\",\n            key: n.name + \"_\" + s\n          }), !!b &&
m.a.createElement(\"span\", {\n            style: {\n              verticalAlign: \"top\"\n            }\n          }, '\"'),
m.a.createElement(\"span\", {\n            style: {\n              display: \"inline-block\"\n            }\n          }, n.name), !!b
&& m.a.createElement(\"span\",
 {\n            style: {\n              verticalAlign: \"top\"\n            }\n          }, '\"')), m.a.createElement(\"span\", A(i,
\"colon\"), \":\")), m.a.createElement(\"div\", Object.assign({\n            className: \"variable-value\",\n
onClick: !1 === p && !1 === u ? null : function (t) {\n              var a = B(s);\n              (t.ctrlKey || t.metaKey) &&
!1 !== u ? e.prepopInput(n) : !1 !== p && (a.shift(), p(o(o({}, n), {}, {\n                namespace: a\n              })));\n
      }\n          }, A(i, \"variableValue\", {\n            cursor: !1 === p ? \"default\" : \"pointer\"\n          })),
this.getValue(n, h)), l ? m.a.createElement(_e, {\n            rowHovered: this.state.hovered,\n            hidden: h,\n
 src: n.value,\n            clickCallback: l,\n            theme: i,\n            namespace: [].concat(B(s), [n.name])\n          }) :
null, !1 !== u && 0 == h ? this.getEditIcon() : null, !1 !== f && 0 == h ? this.getRemoveIcon()
 : null);\n        }\n      }]), n;\n    }(m.a.PureComponent),\n    Oe = function (e) {\n      u(n, e);\n      var t = h(n);\n\n
    function n() {\n        var e;\n        i(this, n);\n\n        for (var a = arguments.length, r = new Array(a), s = 0; s < a;
s++) {\n          r[s] = arguments[s];\n        }\n\n        return (e = t.call.apply(t, [this].concat(r))).getObjectSize =
function () {\n          var t = e.props,\n              n = t.size,\n              a = t.theme;\n          if (t.displayObjectSize) return
m.a.createElement(\"span\", Object.assign({\n            className: \"object-size\"\n          }, A(a, \"object-size\")), n,
\" item\", 1 === n ? \"\" : \"s\");\n        }, e.getAddAttribute = function (t) {\n          var n = e.props,\n              a =
n.theme,\n              r = n.namespace,\n              i = n.name,\n              s = n.src,\n              c = n.rjvId,\n              l =
n.depth;\n          return m.a.createElement(\"span\", {\n
      className: \"click-to-add\",\n            style: {\n              verticalAlign: \"top\",\n              display: t ? \"inline-
block\" : \"none\"\n            }\n          }, m.a.createElement(ye, Object.assign({\n            className: \"click-to-add-
icon\"\n          }, A(a, \"addVarIcon\"), {\n            onClick: function onClick() {\n              var e = {\n                name:
l > 0 ? i : null,\n                namespace: r.splice(0, r.length - 1),\n                existing_value: s,\n
variable_removed: !1,\n                key_name: null\n              };\n              \"object\" === _(s) ? z.dispatch({\n
name: \"ADD_VARIABLE_KEY_REQUEST\",\n                rjvId: c,\n                data: e\n              }) : z.dispatch({\n
            name: \"VARIABLE_ADDED\",\n                rjvId: c,\n                data: o(o({}, e), {}, {\n
new_value: [].concat(B(s), [null])\n                })\n              });\n            }\n
          }));\n        }, e.getRemoveObject = function (t) {\n          var n = e.props,\n              a = n.theme,\n              r =
(n.hover, n.namespace),\n              o = n.name,\n              i = n.src,\n              s = n.rjvId;\n          if (1 !== r.length)
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return m.a.createElement(\"span\", {\n            className: \"click-to-remove\",\n            style: {\n              display: t ? \"inline-block\" : \"none\"\n            }\n          }, m.a.createElement(me, Object.assign({\n            className: \"click-to-remove-icon\"\n          }, A(a, \"removeVarIcon\"), {\n            onClick: function onClick() {\n              z.dispatch({\n                name: \"VARIABLE_REMOVED\",\n                rjvId: s,\n                data: {\n                  name: o,\n                  namespace: r.splice(0, r.length - 1),\n                  existing_value: i,\n                  variable_removed: !0\n                }\n              });\n            }\n          }))));\n        }, e.render = function () {\n          var t = e.props,\n              n = t.theme,\n              a = t.onDelete,\n              r = t.onAdd,\n              o = t.enableClipboard,\n              i = t.src,\n              s = t.namespace,\n              c = t.rowHovered;\n          return m.a.createElement(\"div\", Object.assign({}, A(n, \"object-meta-data\"), {\n            className: \"object-meta-data\",\n            onClick: function onClick(e) {\n              e.stopPropagation();\n            }\n          }), e.getObjectSize(), o ? m.a.createElement(_e, {\n            rowHovered: c,\n            clickCallback: o,\n            src: i,\n            theme: n,\n            namespace: s\n          }) : null, !1 !== r ? e.getAddAttribute(c) : null, !1 !== a ? e.getRemoveObject(c) : null);\n        }, e;\n      }\n\n      return n;\n    }(m.a.PureComponent);\n\n    function Ce(e) {\n      var t = e.parent_type,\n          n = e.namespace,\n          a = e.quotesOnKeys,\n          r = e.theme,\n          o = e.jsvRoot,\n          i = e.name,\n          s = e.displayArrayKey,\n          c = e.name ? e.name : \"\";\n      return !o || !1 !== i && null !== i ? \"array\" == t ? s ? m.a.createElement(\"span\", Object.assign({}, A(r, \"array-key\"), {\n        key: n\n      }), m.a.createElement(\"span\", {\n        className: \"array-key\"\n      }, c), m.a.createElement(\"span\", A(r, \"colon\"), \":\")) : m.a.createElement(\"span\", null) : m.a.createElement(\"span\", Object.assign({}, A(r, \"object-name\"), {\n        key: n\n      }), m.a.createElement(\"span\", {\n        className: \"object-key\"\n      }, a && m.a.createElement(\"span\", {\n        style: {\n          verticalAlign: \"top\"\n        }\n      }, '\"'), m.a.createElement(\"span\", null, c), a && m.a.createElement(\"span\", {\n        style: {\n          verticalAlign: \"top\"\n        }\n      }, '\"')), m.a.createElement(\"span\", A(r, \"colon\"), \":\")) : m.a.createElement(\"span\", null);\n    }\n\n    function Se(e) {\n      var t = e.theme;\n\n      switch (e.iconStyle) {\n        case \"triangle\":\n          return m.a.createElement(he, Object.assign({}, A(t, \"expanded-icon\"), {\n            className: \"expanded-icon\"\n          }));\n\n        case \"square\":\n          return m.a.createElement(pe, Object.assign({}, A(t, \"expanded-icon\"), {\n            className: \"expanded-icon\"\n          }));\n\n        default:\n          return m.a.createElement(ue, Object.assign({}, A(t, \"expanded-icon\"), {\n            className: \"expanded-icon\"\n          }));\n      }\n    }\n\n    function we(e) {\n      var t = e.theme;\n\n      switch (e.iconStyle) {\n        case \"triangle\":\n          return m.a.createElement(be, Object.assign({}, A(t, \"collapsed-icon\"), {\n            className: \"collapsed-icon\"\n          }));\n\n        case \"square\":\n          return m.a.createElement(de, Object.assign({}, A(t, \"collapsed-icon\"), {\n            className: \"collapsed-icon\"\n          }));\n\n        default:\n          return m.a.createElement(fe, Object.assign({}, A(t, \"collapsed-icon\"), {\n            className: \"collapsed-icon\"\n          }));\n      }\n    }\n\n    var Ae = function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n(e) {\n        var a;\n        return i(this, n), (a = t.call(this, e)).toggleCollapsed = function (e) {\n          var t = [];\n\n          for (var n in a.state.expanded) {\n            t.push(a.state.expanded[n]);\n          }\n\n          t[e] = !t[e], a.setState({\n            expanded: t\n          });\n        }, a.state = {\n          expanded: []\n        }, a;\n      }\n\n      return c(n, [{\n        key: \"getExpandedIcon\",\n        value: function value(e) {\n          var t = this.props,\n              n = t.theme,\n              a = t.iconStyle;\n          return this.state.expanded[e] ? m.a.createElement(Se, {\n            theme: n,\n            iconStyle: a\n          }) : m.a.createElement(we,\n          {\n            theme: n,\n            iconStyle: a\n          });\n        }\n      }, {\n        key: \"render\",\n        value: function value() {\n          var e = this,\n              t = this.props,\n              n = t.src,\n              a = t.groupArraysAfterLength,\n              r = (t.depth, t.name),\n              o = t.theme,\n              i = t.jsvRoot,\n              s = t.namespace,\n              c = (t.parent_type, x(t, [\"src\", \"groupArraysAfterLength\", \"depth\", \"name\", \"theme\", \"jsvRoot\", \"namespace\", \"parent_type\"])),\n              l = 0,\n              u = 5 * this.props.indentWidth;\n          i || (l = 5 * this.props.indentWidth);\n          var f = a,\n              p = Math.ceil(n.length / f);\n          return m.a.createElement(\"div\", Object.assign({\n            className: \"object-key-val\"\n          }, A(o, i ? \"jsv-root\" : \"objectKeyVal\", {\n            paddingLeft: l\n          })), m.a.createElement(Ce, this.props),
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m.a.createElement(\"span\", null, m.a.createElement(Oe, Object.assign({\n size: n.length\n }, this.props))), B(Array(p)).map(function (t, a) {\n return m.a.createElement(\"div\", Object.assign({\n key: a,\n className: \"object-key-val array-group\"\n }, A(o, \"objectKeyVal\", {\n marginLeft: 6,\n paddingLeft: u\n })), m.a.createElement(\"span\", A(o, \"brace-row\"), m.a.createElement(\"div\", Object.assign({\n className: \"icon-container\"\n }, A(o, \"icon-container\"), {\n onClick: function onClick(t) {\n e.toggleCollapsed(a);\n }\n }), e.getExpandedIcon(a)), e.state.expanded[a] ? m.a.createElement(Fe, Object.assign({\n key: r + a,\n depth: 0,\n name: !1,\n collapsed: !1,\n groupArraysAfterLength: f,\n index_offset: a * f,\n
 src: n.slice(a * f, a * f + f),\n namespace: s,\n type: \"array\",\n parent_type: \"array_group\",\n theme: o\n }, c)) : m.a.createElement(\"span\", Object.assign({}, A(o, \"brace\"), {\n onClick: function onClick(t) {\n e.toggleCollapsed(a);\n },\n className: \"array-group-brace\"\n }), \"[\", m.a.createElement(\"div\", Object.assign({}, A(o, \"array-group-meta-data\"), {\n className: \"array-group-meta-data\"\n }), m.a.createElement(\"span\", Object.assign({\n
 className: \"object-size\"\n }, A(o, \"object-size\")), a * f, \" - \", a * f + f > n.length ? n.length : a * f + f)), \"]\")));\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n Me = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n a.setState({\n expanded: !a.state.expanded\n }, function () {\n q.set(a.props.rjvId, a.props.namespace, \"expanded\", a.state.expanded);\n });\n }, a.getObjectContent = function (e, t, n) {\n return m.a.createElement(\"div\", {\n className: \"pushed-content object-container\"\n }, m.a.createElement(\"div\", Object.assign({\n className: \"object-content\"\n }, A(a.props.theme, \"pushed-content\")), a.renderObjectContents(t, n)));\n }, a.getEllipsis = function () {\n return 0 === a.state.size ? null : m.a.createElement(\"div\", Object.assign({}, A(a.props.theme, \"ellipsis\"), {\n className: \"node-ellipsis\",\n onClick: a.toggleCollapsed\n }), \"...\");\n }, a.getObjectMetaData = function (e) {\n var t = a.props,\n n = (t.rjvId, t.theme, a.state),\n r = n.size,\n
 o = n.hovered;\n return m.a.createElement(Oe, Object.assign({\n rowHovered: o,\n size: r\n }, a.props));\n }, a.renderObjectContents = function (e, t) {\n var n,\n r = a.props,\n o = r.depth,\n i = r.parent_type,\n s = r.index_offset,\n c = r.groupArraysAfterLength,\n l = r.namespace,\n u = a.state.object_type,\n f = [],\n p = Object.keys(e || {});\n return a.props.sortKeys && \"array\" !== u && (p = p.sort()), p.forEach(function (r) {\n if (n = new Pe(r, e[r]), \"array_group\" === i && s && (n.name = parseInt(n.name) + s), e.hasOwnProperty(r)) if (\"object\" === n.type) f.push(m.a.createElement(Fe, Object.assign({\n key: n.name,\n depth: o + 1,\n name: n.name,\n src: n.value,\n namespace: l.concat(n.name),\n
 parent_type: u\n }, t)));else if (\"array\" === n.type) {\n var p = Fe;\n c && n.value.length > c && (p = Ae), f.push(m.a.createElement(p, Object.assign({\n key: n.name,\n depth: o + 1,\n name: n.name,\n src: n.value,\n namespace: l.concat(n.name),\n type: \"array\",\n parent_type: u\n }, t)));\n } else f.push(m.a.createElement(ke, Object.assign({\n key: n.name + \"_\" + l,\n variable: n,\n singleIndent: 5,\n namespace: l,\n type: a.props.type\n }, t)));\n }), f;\n };\n var r = n.getState(e);\n return a.state = o(o({}, r), {}, {\n prevProps: {}\n }), a;\n }\n\n return c(n, [{\n key: \"getBraceStart\",\n value: function value(e, t) {\n var n = this,\n a = this.props,\n r = a.src,\n o = a.theme,\n i = a.iconStyle;\n if (\"array_group\" === a.parent_type) return m.a.createElement(\"span\", null, m.a.createElement(\"span\", A(o, \"brace\"), \"array\" === e ? \"[\" : \"{\"), t ? this.getObjectMetaData(r) : null);\n var s = t ? Se : we;\n return m.a.createElement(\"span\", null, m.a.createElement(\"span\", Object.assign({\n onClick: function onClick(e) {\n n.toggleCollapsed();\n }\n }, A(o, \"brace-row\")), m.a.createElement(\"div\", Object.assign({\n className: \"icon-container\"\n }, A(o, \"icon-container\")), m.a.createElement(s, {\n
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theme: o,\n iconStyle: i\n })), m.a.createElement(Ce, this.props), m.a.createElement(\"span\", A(o, \"brace\"), \"array\" === e ? \"[\" : \"{\")), t ? this.getObjectMetaData(r) : null);\n }\n }, {\n key: \"render\",\n value:
function value() {\n var e = this,\n t = this.props,\n n = t.depth,\n a = t.src,\n r = (t.namespace, t.name, t.type, t.parent_type),\n i = t.theme,\n s = t.jsvRoot,\n c = t.iconStyle,\n l = x(t, [\"depth\", \"src\", \"namespace\", \"name\", \"type\", \"parent_type\", \"theme\", \"jsvRoot\", \"iconStyle\"]),\n u = this.state,\n f = u.object_type,\n p = u.expanded,\n d = {};\n return s || \"array_group\" === r ? \"array_group\" === r && (d.borderLeft = 0, d.display = \"inline\") : d.paddingLeft = 5 * this.props.indentWidth, m.a.createElement(\"div\", Object.assign({\n className: \"object-key-val\",\n onMouseEnter: function onMouseEnter() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !0\n }));\n },\n onMouseLeave: function onMouseLeave() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !1\n }));\n }\n }, A(i, s ? \"jsv-root\" : \"objectKeyVal\", d)), this.getBraceStart(f, p), p ? this.getObjectContent(n, a, o({\n theme: i,\n iconStyle: c\n }, l)) : this.getEllipsis(), m.a.createElement(\"span\", {\n className: \"brace-row\"\n }, m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n paddingLeft: p ? \"3px\" : \"0px\"\n })\n }, \"array\" === f ? \"]\" : \"}\"), p ? null : this.getObjectMetaData(a)));\n }\n }], [{\n key: \"getDerivedStateFromProps\",\n value: function value(e, t) {\n var a = t.prevProps;\n return e.src !== a.src || e.collapsed !== a.collapsed || e.name !== a.name || e.namespace !== a.namespace || e.rjvId !== a.rjvId ? o(o({}, n.getState(e)), {}, {\n prevProps: e\n }) : null;\n }\n }]), n;\n }(m.a.PureComponent);\n\n Me.getState = function (e) {\n var t = Object.keys(e.src).length,\n n = (!1 === e.collapsed || !0 !== e.collapsed && e.collapsed > e.depth) && (!e.shouldCollapse || !1 === e.shouldCollapse({\n name: e.name,\n src: e.src,\n type: _(e.src),\n namespace: e.namespace\n })) && 0 !== t;\n return {\n expanded: q.get(e.rjvId, e.namespace, \"expanded\", n),\n object_type: \"array\" === e.type ? \"array\" : \"object\",\n parent_type: \"array\" === e.type ? \"array\" : \"object\",\n size: t,\n hovered: !1\n };\n };\n\n var Pe = function e(t, n) {\n i(this, e), this.name = t, this.value = n, this.type = _(n);\n };\n\n j(Me);\n\n var Fe = Me,\n De = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n var e;\n i(this, n);\n\n for (var a = arguments.length, r = new Array(a), o = 0; o < a; o++) {\n r[o] = arguments[o];\n }\n\n return (e = t.call.apply(t, [this].concat(r))).render = function () {\n var t = d(e).props,\n n = [t.name],\n a = Fe;\n return Array.isArray(t.src) && t.groupArraysAfterLength && t.src.length > t.groupArraysAfterLength && (a = Ae), m.a.createElement(\"div\", {\n className: \"pretty-json-container object-container\"\n }, m.a.createElement(\"div\", {\n className: \"object-content\"\n }, m.a.createElement(a, Object.assign({\n namespace: n,\n depth: 0,\n jsvRoot: !0\n }, t))));\n }, e;\n }\n\n return n;\n }(m.a.PureComponent),\n Ie = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).closeModal = function () {\n z.dispatch({\n rjvId: a.props.rjvId,\n name: \"RESET\"\n });\n }, a.submit = function () {\n a.props.submit(a.state.input);\n }, a.state = {\n input: e.input ? e.input : \"\"\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this,\n t = this.props,\n n = t.theme,\n a = t.rjvId,\n r = t.isValid,\n o = this.state.input,\n i = r(o);\n return m.a.createElement(\"div\", Object.assign({\n className: \"key-modal-request\"\n }, A(n, \"key-modal-request\"), {\n onClick: this.closeModal\n }), m.a.createElement(\"div\", Object.assign({}, A(n, \"key-modal\"), {\n onClick: function onClick(e) {\n e.stopPropagation();\n }\n }), m.a.createElement(\"div\", A(n, \"key-modal-label\"), \"Key Name:\"), m.a.createElement(\"div\", {\n style: {\n position: \"relative\"\n }\n }, m.a.createElement(\"input\", Object.assign({}, A(n, \"key-modal-input\"), {\n className: \"key-modal-input\",\n ref: function ref(e) {\n return e && e.focus();\n },\n spellCheck: !1,\n value: o,\n placeholder: \"...\",\n onChange: function onChange(t) {\n e.setState({\n input: t.target.value\n });\n },\n onKeyPress: function onKeyPress(t) {\n i && \"Enter\" === t.key ? e.submit() :
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\"Escape\" === t.key && e.closeModal();\n            }\n          })), i ? m.a.createElement(je, Object.assign({}, A(n,
\"key-modal-submit\"), {\n            className: \"key-modal-submit\",\n            onClick: function onClick(t) {\n
return e.submit();\n            }\n          })) : null), m.a.createElement(\"span\", A(n, \"key-modal-cancel\"),
m.a.createElement(ge, Object.assign({}, A(n, \"key-modal-cancel-icon\"), {\n            className: \"key-modal-
cancel\",\n            onClick: function onClick() {\n              z.dispatch({\n                rjvId: a,\n                name:
\"RESET\"\n              });\n            }\n          }))))));\n        }\n      }]), n;\n    }(m.a.PureComponent),\n        Re =
function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n() {\n        var e;\n        i(this, n);\n\n        for (var a =
arguments.length, r = new Array(a), s = 0; s < a; s++) {\n          r[s] = arguments[s];\n        }\n\n        return (e =
t.call.apply(t, [this].concat(r))).isValid = function (t) {\n          var n = e.props.rjvId,\n              a = q.get(n, \"action\",
\"new-key-request\");\n          return \"\" != t && -1 === Object.keys(a.existing_value).indexOf(t);\n        }, e.submit
= function (t) {\n          var n = e.props.rjvId,\n              a = q.get(n, \"action\", \"new-key-request\");\n
a.new_value = o({}, a.existing_value), a.new_value[t] = e.props.defaultValue, z.dispatch({\n            name:
\"VARIABLE_ADDED\",\n            rjvId: n,\n            data: a\n          });\n        }, e;\n      }\n\n      return c(n, [{\n
key: \"render\",\n        value: function value() {\n          var e = this.props,\n              t = e.active,\n              n =
e.theme,\n              a = e.rjvId;\n          return t ? m.a.createElement(Ie, {\n            rjvId: a,\n            theme: n,\n
isValid: this.isValid,\n            submit: this.submit\n          }) : null;\n        }\n      }]), n;\n    }(m.a.PureComponent),\n
Le = function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n() {\n        return i(this, n), t.apply(this,
arguments);\n      }\n\n      return c(n, [{\n        key: \"render\",\n        value: function value() {\n          var e =
this.props,\n              t = e.message,\n              n = e.active,\n
a = e.theme,\n              r = e.rjvId;\n          return n ? m.a.createElement(\"div\", Object.assign({\n
className: \"validation-failure\"\n          }, A(a, \"validation-failure\"), {\n            onClick: function onClick() {\n
z.dispatch({\n                rjvId: r,\n                name: \"RESET\"\n              });\n            }\n          }),
m.a.createElement(\"span\", A(a, \"validation-failure-label\"), t), m.a.createElement(ge, A(a, \"validation-failure-
clear\"))) : null;\n        }\n      }]), n;\n    }(m.a.PureComponent),\n        Be = function (e) {\n      u(n, e);\n      var t =
h(n);\n\n      function n(e) {\n        var a;\n        return i(this, n), (a = t.call(this, e)).rjvId = Date.now().toString(),
a.getListeners = function () {\n          return {\n            reset: a.resetState,\n            \"variable-update\": a.updateSrc,\n
\"add-key-request\": a.addKeyRequest\n          };\n        }, a.updateSrc =
function () {\n          var e,\n              t = q.get(a.rjvId, \"action\", \"variable-update\"),\n              n = t.name,\n
r = t.namespace,\n              o = t.new_value,\n              i = t.existing_value,\n              s = (t.variable_removed,
t.updated_src),\n              c = t.type,\n              l = a.props,\n              u = l.onEdit,\n              f = l.onDelete,\n
p = l.onAdd,\n              d = {\n                existing_src: a.state.src,\n                new_value: o,\n                updated_src: s,\n
name: n,\n                namespace: r,\n                existing_value: i\n              };\n\n          switch (c) {\n            case \"variable-
added\":\n              e = p(d);\n              break;\n\n            case \"variable-edited\":\n              e = u(d);\n
break;\n\n            case \"variable-removed\":\n              e = f(d);\n          }\n\n          !1 !== e ? (q.set(a.rjvId,
\"global\", \"src\", s), a.setState({\n
src: s\n          })) : a.setState({\n            validationFailure: !0\n          });\n        }, a.addKeyRequest = function
() {\n          a.setState({\n            addKeyRequest: !0\n          });\n        }, a.resetState = function () {\n
a.setState({\n            validationFailure: !1,\n            addKeyRequest: !1\n          });\n        }, a.state = {\n
addKeyRequest: !1,\n          editKeyRequest: !1,\n          validationFailure: !1,\n          src: n.defaultProps.src,\n
name: n.defaultProps.name,\n          theme: n.defaultProps.theme,\n          validationMessage:
n.defaultProps.validationMessage,\n          prevSrc: n.defaultProps.src,\n          prevName: n.defaultProps.name,\n
prevTheme: n.defaultProps.theme\n        }, a;\n      }\n\n      return c(n, [{\n        key: \"componentDidMount\",\n
value: function value() {\n          q.set(this.rjvId, \"global\", \"src\", this.state.src);\n          var e =
this.getListeners();\n\n
for (var t in e) {\n            q.on(t + \"-\" + this.rjvId, e[t]);\n          }\n\n          this.setState({\n
addKeyRequest: !1,\n            editKeyRequest: !1\n          });\n        }\n      }, {\n        key:
\"componentDidUpdate\",\n        value: function value(e, t) {\n          !1 !== t.addKeyRequest && this.setState({\n
addKeyRequest: !1\n          }), !1 !== t.editKeyRequest && this.setState({\n            editKeyRequest: !1\n
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}), e.src !== this.state.src && q.set(this.rjvId, \"global\", \"src\", this.state.src);\n      }\n    }, {\n      key: \"componentWillUnmount\",\n      value: function value() {\n        var e = this.getListeners();\n\n        for (var t in e) {\n          q.removeListener(t + \"-\" + this.rjvId, e[t]);\n        }\n      }\n    }, {\n      key: \"render\",\n      value: function value() {\n        var e = this.state,\n          t = e.validationFailure,\n          n = e.validationMessage,\n
          a = e.addKeyRequest,\n          r = e.theme,\n          i = e.src,\n          s = e.name,\n          c = this.props,\n          l = c.style,\n          u = c.defaultValue;\n        return m.a.createElement(\"div\", {\n          className: \"react-json-view\",\n          style: o(o({}, A(r, \"app-container\").style), l)\n        }, m.a.createElement(Le, {\n          message: n,\n          active: t,\n          theme: r,\n          rjvId: this.rjvId\n        }), m.a.createElement(De, Object.assign({}, this.props, {\n          src: i,\n          name: s,\n          theme: r,\n          type: _(i),\n          rjvId: this.rjvId\n        })), m.a.createElement(Re, {\n          active: a,\n          theme: r,\n          rjvId: this.rjvId,\n          defaultValue: u\n        }));\n      }\n    }], [{\n      key: \"getDerivedStateFromProps\",\n      value: function value(e, t) {\n
  if (e.src !== t.prevSrc || e.name !== t.prevName || e.theme !== t.prevTheme) {\n          var a = {\n            src: e.src,\n            name: e.name,\n            theme: e.theme,\n            validationMessage: e.validationMessage,\n
  prevSrc: e.src,\n            prevName: e.name,\n            prevTheme: e.theme\n          };\n          return n.validateState(a);\n        }\n\n        return null;\n      }\n    }]), n;\n  }(m.a.PureComponent);\n\nBe.defaultProps = {\n  src: {},\n  name: \"root\",\n  theme: \"rjv-default\",\n  collapsed: !1,\n  collapseStringsAfterLength: !1,\n  shouldCollapse: !1,\n  sortKeys: !1,\n  quotesOnKeys: !0,\n  groupArraysAfterLength: 100,\n  indentWidth: 4,\n  enableClipboard: !0,\n  displayObjectSize: !0,\n  displayDataTypes: !0,\n  onEdit: !1,\n  onDelete: !1,\n  onAdd: !1,\n  onSelect: !1,\n  iconStyle: \"triangle\",\n  style: {},\n
  validationMessage: \"Validation Error\",\n  defaultValue: null,\n  displayArrayKey: !0\n  },\nBe.validateState = function (e) {\n  var t = {};\n  return \"object\" !== _(e.theme) || function (e) {\n    var t = [\"base00\", \"base01\", \"base02\", \"base03\", \"base04\", \"base05\", \"base06\", \"base07\", \"base08\", \"base09\", \"base0A\", \"base0B\", \"base0C\", \"base0D\", \"base0E\", \"base0F\"];\n\n    if (\"object\" === _(e)) {\n      for (var n = 0; n < t.length; n++) {\n        if (!(t[n] in e)) return !1;\n      }\n\n      return !0;\n    }\n\n    return !1;\n  }(e.theme) || (console.error(\"react-json-view error:\", \"theme prop must be a theme name or valid base-16 theme object.\", 'defaulting to \"rjv-default\" theme'), t.theme = \"rjv-default\"), \"object\" !== _(e.src) && \"array\" !== _(e.src) && (console.error(\"react-json-view error:\", \"src property must be a valid json object\"), t.name = \"ERROR\", t.src = {\n
    message: \"src property must be a valid json object\"\n  }), o(o({}, e), t);\n},\nj(Be);\n  t.default = Be;\n}]);\n});","/*\nobject-assign\n(c) Sindre Sorhus\n@license MIT\n*/\n'use strict';\n/* eslint-disable no-unused-vars */\n\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n  if (val === null || val === undefined) {\n    throw new TypeError('Object.assign cannot be called with null or undefined');\n  }\n\n  return Object(val);\n}\n\nfunction shouldUseNative() {\n  try {\n    if (!Object.assign) {\n      return false;\n    }\n\n    // Detect buggy property enumeration order in older V8 versions.\n\n    // https://bugs.chromium.org/p/v8/issues/detail?id=4118\n    var test1 = new String('abc');  // eslint-disable-line no-new-wrappers\n    test1[5] = 'de';\n    if (Object.getOwnPropertyNames(test1)[0] === '5') {\n      return false;\n    }\n\n    // https://bugs.chromium.org/p/v8/issues/detail?id=3056\n    var test2 = {};\n    for (var i = 0; i < 10; i++) {\n      test2['_' + String.fromCharCode(i)] = i;\n    }\n    var order2 = Object.getOwnPropertyNames(test2).map(function (n) {\n      return test2[n];\n    });\n    if (order2.join('') !== '0123456789') {\n      return false;\n    }\n\n    // https://bugs.chromium.org/p/v8/issues/detail?id=3056\n    var test3 = {};\n    'abcdefghijklmnopqrst'.split('').forEach(function (letter) {\n      test3[letter] = letter;\n    });\n    if (Object.keys(Object.assign({}, test3)).join('') !== 'abcdefghijklmnopqrst') {\n      return false;\n    }\n\n    return true;\n  } catch (err) {\n    // We don't expect any of the above to throw, but better to be safe.\n    return false;\n  }\n}\n\nmodule.exports = shouldUseNative() ? Object.assign : function (target, source) {\n  var from;\n  var to =
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toObject(target);\n var symbols;\n\n for (var s = 1; s < arguments.length;
 s++) {\n   from = Object(arguments[s]);\n\n   for (var key in from) {\n   if (hasOwnProperty.call(from, key)) {\n
    to[key] = from[key];\n   }\n   }\n\n   if (getOwnPropertySymbols) {\n   symbols =
getOwnPropertySymbols(from);\n\n   for (var i = 0; i < symbols.length; i++) {\n   if
(propIsEnumerable.call(from, symbols[i])) {\n   to[symbols[i]] = from[symbols[i]];\n   }\n   }\n   }\n }\n\n
return to;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default
= undefined;\n\nvar _AppBar = require('./AppBar');\n\nvar _AppBar2 =
_interopRequireDefault(_AppBar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n   default: obj\n };\n}\n\nexports.default = _AppBar2.default;","module.exports = !require('./_descriptors')
&& !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', {\n   get:
function get()
 {\n   return 7;\n   }\n }).a != 7;\n});","var isObject = require('./_is-object');\n\nvar document =
require('./_global').document; // typeof document.createElement is 'object' in old IE\n\n\nvar is =
isObject(document) && isObject(document.createElement);\n\nmodule.exports = function (it) {\n return is ?
document.createElement(it) : {};\n};","var has = require('./_has');\n\nvar toIObject = require('./_to-iobject');\n\nvar
arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO = require('./_shared-
key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var
result = [];\n var key;\n\n for (key in O) {\n   if (key != IE_PROTO) has(O, key) && result.push(key);\n } // Don't
enum bug & hidden keys\n\n\n while (names.length > i) {\n   if (has(O, key = names[i++])) {\n
~arrayIndexOf(result, key) || result.push(key);\n   }\n }\n\n return result;\n};","// fallback for non-array-like ES3
and non-enumerable old
 V8 strings\nvar cof = require('./_cof'); // eslint-disable-next-line no-prototype-builtins\n\n\nmodule.exports =
Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split('') :
Object(it);\n};","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\n\nvar min =
Math.min;\n\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) -
1 == 9007199254740991\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/object/keys\"),\n
__esModule: true\n};","// most Object methods by ES6 should accept primitives\nvar $export =
require('./_export');\n\nvar core = require('./_core');\n\nvar fails = require('./_fails');\n\nmodule.exports = function
(KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n var exp = {};\n exp[KEY] = exec(fn);\n
$export($export.S + $export.F * fails(function () {\n   fn(1);\n }), 'Object', exp);\n};","// 19.1.2.9 / 15.2.3.2
Object.getPrototypeOf(O)\nvar
 has = require('./_has');\n\nvar toObject = require('./_to-object');\n\nvar IE_PROTO = require('./_shared-
key')('IE_PROTO');\n\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function
(O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n\n if (typeof O.constructor ==
'function' && O instanceof O.constructor) {\n   return O.constructor.prototype;\n }\n\n return O instanceof Object
? ObjectProto : null;\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/object/define-property\"),\n
__esModule: true\n};","'use strict';\n\nvar LIBRARY = require('./_library');\n\nvar $export =
require('./_export');\n\nvar redefine = require('./_redefine');\n\nvar hide = require('./_hide');\n\nvar Iterators =
require('./_iterators');\n\nvar $iterCreate = require('./_iter-create');\n\nvar setToStringTag = require('./_set-to-string-
tag');\n\nvar getPrototypeOf = require('./_object-gpo');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar
 BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\n\nvar FF_ITERATOR =
'@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function returnThis() {\n return
this;\n};\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n
$iterCreate(Constructor, NAME, next);\n\n var getMethod = function getMethod(kind) {\n   if (!BUGGY && kind
in proto) return proto[kind];\n\n   switch (kind) {\n   case KEYS:\n   return function keys() {\n   return new
Constructor(this, kind);\n   };\n\n   case VALUES:\n   return function values() {\n   return new
Constructor(this, kind);\n   };\n   }\n\n   return function entries() {\n   return new Constructor(this, kind);\n
  };\n };\n\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var

VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR]
 || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native ||
getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') :
undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key,
IteratorPrototype; // Fix native\n\n if ($anyNative) {\n   IteratorPrototype = getPrototypeOf($anyNative.call(new
Base()));\n\n   if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n   // Set @@toStringTag
to native iterators\n   setToStringTag(IteratorPrototype, TAG, true); // fix for some old engines\n\n   if
(!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR,
returnThis);\n   }\n } // fix Array#{values, @@iterator}.name in V8 / FF\n\n\n if (DEF_VALUES && $native &&
$native.name !== VALUES) {\n   VALUES_BUG = true;\n\n $default = function values() {\n   return
$native.call(this);\n   };\n } // Define iterator\n\n\n
  if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n   hide(proto,
ITERATOR, $default);\n } // Plug for library\n\n\n Iterators[NAME] = $default;\n Iterators[TAG] =
returnThis;\n\n if (DEFAULT) {\n   methods = {\n   values: DEF_VALUES ? $default : getMethod(VALUES),\n
    keys: IS_SET ? $default : getMethod(KEYS),\n   entries: $entries\n   };\n   if (FORCED) for (key in methods)
{\n   if (!(key in proto)) redefine(proto, key, methods[key]);\n   } else $export($export.P + $export.F * (BUGGY ||
VALUES_BUG), NAME, methods);\n }\n\n return methods;\n};","module.exports = require('./_hide');","//
19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\n\nvar
hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f = Object.getOwnPropertyNames
|| function getOwnPropertyNames(O) {\n return $keys(O, hiddenKeys);\n};","var pIE = require('./_object-
pie');\n\nvar createDesc = require('./_property-desc');\n\nvar
 toIObject = require('./_to-iobject');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar has =
require('./_has');\n\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\n\nvar gOPD =
Object.getOwnPropertyDescriptor;\nexports.f = require('./_descriptors') ? gOPD : function
getOwnPropertyDescriptor(O, P) {\n O = toIObject(O);\n P = toPrimitive(P, true);\n if (IE8_DOM_DEFINE) try
{\n   return gOPD(O, P);\n } catch (e) {\n   /* empty */\n }\n if (has(O, P)) return createDesc(!pIE.f.call(O, P),
O[P]);\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar
 _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toArray2 =
require('babel-runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar
 _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 =
_interopRequireDefault(_TransitionGroup);\n\nvar _dom = require('../utils/dom');\n\nvar _dom2 =
_interopRequireDefault(_dom);\n\nvar _CircleRipple = require('./CircleRipple');\n\nvar _CircleRipple2 =
_interopRequireDefault(_CircleRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n   default: obj\n };\n} // Remove the first element of the array\n\n\nvar shift = function
shift(_ref) {\n var _ref2 = (0, _toArray3.default)(_ref),\n   newArray = _ref2.slice(1);\n\n return
newArray;\n};\n\nvar TouchRipple = function (_Component) {\n (0, _inherits3.default)(TouchRipple,

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_Component);\n\n  function TouchRipple(props, context) {\n    (0, _classCallCheck3.default)(this, TouchRipple); // Touch start produces a mouse down event for compat reasons. To avoid\n    // showing ripples twice we skip showing a ripple for the
 first mouse down\n    // after a touch start. Note we don't store ignoreNextMouseDown in this.state\n    // to avoid re-rendering when we change it.\n\n    var _this = (0, _possibleConstructorReturn3.default)(this, (TouchRipple.__proto__ || (0, _getPrototypeOf2.default)(TouchRipple)).call(this, props, context));\n\n    _this.handleMouseDown = function (event) {\n      // only listen to left clicks\n      if (event.button === 0) {\n        _this.start(event, false);\n      }\n    };\n\n    _this.handleMouseUp = function () {\n      _this.end();\n    };\n\n    _this.handleMouseLeave = function () {\n      _this.end();\n    };\n\n    _this.handleTouchStart = function (event) {\n      event.stopPropagation(); // If the user is swiping (not just tapping), save the position so we can\n      // abort ripples if the user appears to be scrolling.\n\n      if (_this.props.abortOnScroll && event.touches) {\n        _this.startListeningForScrollAbort(event);\n\n        _this.startTime = Date.now();\n      }\n\n      _this.start(event, true);\n    };\n\n    _this.handleTouchEnd = function () {\n      _this.end();\n    };\n\n    _this.handleTouchMove = function (event) {\n      // Stop trying to abort if we're already 300ms into the animation\n      var timeSinceStart = Math.abs(Date.now() - _this.startTime);\n\n      if (timeSinceStart > 300) {\n        _this.stopListeningForScrollAbort();\n\n        return;\n      } // If the user is scrolling...\n\n\n      var deltaY = Math.abs(event.touches[0].clientY - _this.firstTouchY);\n      var deltaX = Math.abs(event.touches[0].clientX - _this.firstTouchX); // Call it a scroll after an arbitrary 6px (feels reasonable in testing)\n\n      if (deltaY > 6 || deltaX > 6) {\n        var currentRipples = _this.state.ripples;\n        var ripple = currentRipples[0]; // This clone will replace the ripple in ReactTransitionGroup with a\n        // version that will disappear immediately when removed from the DOM\n\n        var abortedRipple =
 _react2.default.cloneElement(ripple, {\n          aborted: true\n        }); // Remove the old ripple and replace it with the new updated one\n\n\n        currentRipples = shift(currentRipples);\n        currentRipples = [].concat((0, _toConsumableArray3.default)(currentRipples), [abortedRipple]);\n\n        _this.setState({\n          ripples: currentRipples\n        }, function () {\n          // Call end after we've set the ripple to abort otherwise the setState\n          // in end() merges with this and the ripple abort fails\n          _this.end();\n        });\n      }\n    };\n\n    _this.ignoreNextMouseDown = false;\n    _this.state = {\n      // This prop allows us to only render the ReactTransitionGroup\n      // on the first click of the component, making the inital render faster.\n      hasRipples: false,\n      nextKey: 0,\n      ripples: []\n    };\n    return _this;\n  }\n\n  (0, _createClass3.default)(TouchRipple, [{\n    key: 'start',\n    value: function start(event,
 isRippleTouchGenerated) {\n      var theme = this.context.muiTheme.ripple;\n\n      if (this.ignoreNextMouseDown && !isRippleTouchGenerated) {\n        this.ignoreNextMouseDown = false;\n        return;\n      }\n\n      var ripples = this.state.ripples; // Add a ripple to the ripples array\n\n      ripples = [].concat((0, _toConsumableArray3.default)(ripples), [_react2.default.createElement(_CircleRipple2.default, {\n        key: this.state.nextKey,\n        style: !this.props.centerRipple ? this.getRippleStyle(event) : {},\n        color: this.props.color || theme.color,\n        opacity: this.props.opacity,\n        touchGenerated: isRippleTouchGenerated\n      })]);\n      this.ignoreNextMouseDown = isRippleTouchGenerated;\n      this.setState({\n        hasRipples: true,\n        nextKey: this.state.nextKey + 1,\n        ripples: ripples\n      });\n    }\n  }, {\n    key: 'end',\n    value: function end() {\n      var currentRipples = this.state.ripples;\n      this.setState({\n        ripples: shift(currentRipples)\n      });\n\n      if (this.props.abortOnScroll) {\n        this.stopListeningForScrollAbort();\n      }\n    } // Check if the user seems to be scrolling and abort the animation if so\n\n  }, {\n    key: 'startListeningForScrollAbort',\n    value: function startListeningForScrollAbort(event) {\n      this.firstTouchY = event.touches[0].clientY;\n      this.firstTouchX = event.touches[0].clientX; // Note that when scolling Chrome throttles this event to every 200ms\n      // Also note we don't listen for scroll events directly as there's no general\n      // way to cover cases like scrolling within containers on the page\n\n      document.body.addEventListener('touchmove', this.handleTouchMove);\n    }\n  }, {\n    key: 'stopListeningForScrollAbort',\n    value: function stopListeningForScrollAbort() {\n      document.body.removeEventListener('touchmove', this.handleTouchMove);\n    }\n  }, {\n    key: 'getRippleStyle',\n
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value: function getRippleStyle(event)
{\n var el = _reactDom2.default.findDOMNode(this);\n\n var elHeight = el.offsetHeight;\n var elWidth = el.offsetWidth;\n\n var offset = _dom2.default.offset(el);\n\n var isTouchEvent = event.touches && event.touches.length;\n var pageX = isTouchEvent ? event.touches[0].pageX : event.pageX;\n var pageY = isTouchEvent ? event.touches[0].pageY : event.pageY;\n var pointerX = pageX - offset.left;\n var pointerY = pageY - offset.top;\n var topLeftDiag = this.calcDiag(pointerX, pointerY);\n var topRightDiag = this.calcDiag(elWidth - pointerX, pointerY);\n var botRightDiag = this.calcDiag(elWidth - pointerX, elHeight - pointerY);\n var botLeftDiag = this.calcDiag(pointerX, elHeight - pointerY);\n var rippleRadius = Math.max(topLeftDiag, topRightDiag, botRightDiag, botLeftDiag);\n var rippleSize = rippleRadius * 2;\n var left = pointerX - rippleRadius;\n var top = pointerY - rippleRadius;\n
return {\n directionInvariant: true,\n height: rippleSize,\n width: rippleSize,\n top: top,\n left: left\n };\n }\n }, {\n key: 'calcDiag',\n value: function calcDiag(a, b) {\n return Math.sqrt(a * a + b * b);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n style = _props.style;\n var _state = this.state,\n hasRipples = _state.hasRipples,\n ripples = _state.ripples;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var rippleGroup = void 0;\n\n if (hasRipples) {\n var mergedStyles = (0, _simpleAssign2.default)({\n height: '100%',\n width: '100%',\n position: 'absolute',\n top: 0,\n left: 0,\n overflow: 'hidden',\n pointerEvents: 'none',\n zIndex: 1 // This is also needed so that ripples do not bleed past a parent border radius.\n\n }, style);\n rippleGroup = _react2.default.createElement(_TransitionGroup2.default, {\n style: prepareStyles(mergedStyles)\n }, ripples);\n }\n\n return _react2.default.createElement('div', {\n onMouseUp: this.handleMouseUp,\n onMouseDown: this.handleMouseDown,\n onMouseLeave: this.handleMouseLeave,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd\n }, rippleGroup, children);\n }\n }]);\n return TouchRipple;\n}(_react.Component);\n\nTouchRipple.defaultProps = {\n abortOnScroll: true\n};\nTouchRipple.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTouchRipple.propTypes = process.env.NODE_ENV !== \"production\" ? {\n abortOnScroll: _propTypes2.default.bool,\n centerRipple: _propTypes2.default.bool,\n children: _propTypes2.default.node,\n color: _propTypes2.default.string,\n opacity: _propTypes2.default.number,\n style: _propTypes2.default.object\n} : {};\nexports.default = TouchRipple;","module.exports = {\n \"default\": require(\"core-js/library/fn/array/from\"),\n __esModule: true\n};","var classof = require('./_classof');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar Iterators = require('./_iterators');\n\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n if (it != undefined) return it[ITERATOR] || it['@@iterator'] || Iterators[classof(it)];\n};","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\n\nvar TAG = require('./_wks')('toStringTag'); // ES3 wrong here\n\n\nvar ARG = cof(function () {\n return arguments;\n}()) == 'Arguments'; // fallback for IE11 Script Access Denied error\n\nvar tryGet = function tryGet(it, key) {\n try {\n return it[key];\n } catch (e) {\n /* empty */\n }\n};\n\nmodule.exports = function (it) {\n var O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null' // @@toStringTag case\n : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T // builtinTag case\n : ARG ? cof(O) // ES3 arguments fallback\n : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _from = require(\"../core-js/array/from\");\n\nvar _from2 = _interopRequireDefault(_from);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function (arr) {\n return Array.isArray(arr) ? arr : (0, _from2.default)(arr);\n};","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n isDescendant: function isDescendant(parent, child) {\n var node = child.parentNode;\n\n while (node !== null) {\n if (node === parent) return true;\n node = node.parentNode;\n }\n\n return false;\n },\n offset: function offset(el) {\n var rect = el.getBoundingClientRect();\n

return {\n top: rect.top + document.body.scrollTop,\n left: rect.left + document.body.scrollLeft\n };\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var verticalPosition = props.verticalPosition;\n var horizontalPosition = props.horizontalPosition;\n var touchMarginOffset = props.touch ? 10 : 0;\n var touchOffsetTop = props.touch ? -20
: -10;\n var offset = verticalPosition === 'bottom' ? 14 + touchMarginOffset : -14 - touchMarginOffset;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n zIndex = _context$muiTheme.zIndex,\n tooltip = _context$muiTheme.tooltip,\n borderRadius = _context$muiTheme.borderRadius;\n var styles = {\n root: {\n position: 'absolute',\n fontFamily: baseTheme.fontFamily,\n fontSize: '10px',\n lineHeight: '22px',\n padding: '0 8px',\n zIndex: zIndex.tooltip,\n color: tooltip.color,\n overflow: 'hidden',\n top: -10000,\n borderRadius: borderRadius,\n userSelect: 'none',\n opacity: 0,\n right: horizontalPosition === 'left' ? 12 : null,\n left: horizontalPosition === 'center' ? (state.offsetWidth - 48) / 2 * -1 : horizontalPosition === 'right' ? 12 : null,\n transition: _transitions2.default.easeOut('0ms', 'top', '450ms') + ', ' + _transitions2.default.easeOut('450ms', 'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n },\n label: {\n position: 'relative',\n whiteSpace: 'nowrap'\n },\n ripple: {\n position: 'absolute',\n left: horizontalPosition === 'center' ? '50%' : horizontalPosition === 'left' ? '100%' : '0%',\n top: verticalPosition === 'bottom' ? 0 : '100%',\n transform: 'translate(-50%, -50%)',\n borderRadius: '50%',\n backgroundColor: 'transparent',\n transition: _transitions2.default.easeOut('0ms', 'width', '450ms') + ', ' + _transitions2.default.easeOut('0ms', 'height', '450ms') + ', ' + _transitions2.default.easeOut('450ms', 'backgroundColor', '0ms')\n },\n rootWhenShown: {\n top: verticalPosition === 'top' ? touchOffsetTop : 36,\n opacity: tooltip.opacity,\n transform: 'translate(0px, ' + offset + 'px)',\n transition: _transitions2.default.easeOut('0ms', 'top', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n },\n rootWhenTouched: {\n fontSize: '14px',\n lineHeight: '32px',\n padding: '0 16px'\n },\n rippleWhenShown: {\n backgroundColor: tooltip.rippleBackgroundColor,\n transition: _transitions2.default.easeOut('450ms', 'width', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'height', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'backgroundColor', '0ms')\n }\n };\n return styles;\n}\n\nvar Tooltip = function (_Component) {\n (0, _inherits3.default)(Tooltip, _Component);\n\n function Tooltip() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Tooltip);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tooltip.__proto__ ||

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(0, _getPrototypeOf2.default)(Tooltip)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n offsetWidth: null\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Tooltip, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.setRippleSize();\n this.setTooltipPosition();\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps() {\n this.setTooltipPosition();\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n this.setRippleSize();\n }\n }, {\n key: 'setRippleSize',\n value: function setRippleSize() {\n var ripple = this.refs.ripple;\n var tooltip = this.refs.tooltip;\n var tooltipWidth = parseInt(tooltip.offsetWidth, 10) / (this.props.horizontalPosition === 'center' ? 2 : 1);\n var tooltipHeight = parseInt(tooltip.offsetHeight, 10);\n var rippleDiameter = Math.ceil(Math.sqrt(Math.pow(tooltipHeight, 2) + Math.pow(tooltipWidth, 2)) * 2);\n\n if (this.props.show) {\n ripple.style.height = rippleDiameter + 'px';\n ripple.style.width = rippleDiameter + 'px';\n } else {\n ripple.style.width = '0px';\n ripple.style.height = '0px';\n }\n }\n }, {\n key: 'setTooltipPosition',\n value: function setTooltipPosition() {\n this.setState({\n offsetWidth: this.refs.tooltip.offsetWidth\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n horizontalPosition = _props.horizontalPosition,\n label = _props.label,\n show = _props.show,\n touch = _props.touch,\n verticalPosition = _props.verticalPosition,\n other = (0, _objectWithoutProperties3.default)(_props, ['horizontalPosition', 'label', 'show', 'touch', 'verticalPosition']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n ref: 'tooltip',\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, this.props.show && styles.rootWhenShown, this.props.touch && styles.rootWhenTouched, this.props.style))\n }), _react2.default.createElement('div', {\n ref: 'ripple',\n style: prepareStyles((0, _simpleAssign2.default)(styles.ripple, this.props.show && styles.rippleWhenShown))\n }), _react2.default.createElement('span', {\n style: prepareStyles(styles.label)\n }, label));\n }\n }]);\n return Tooltip;\n}(_react.Component);\n\nTooltip.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTooltip.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n horizontalPosition: _propTypes2.default.oneOf(['left', 'right', 'center']),\n label: _propTypes2.default.node.isRequired,\n show: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n touch: _propTypes2.default.bool,\n verticalPosition: _propTypes2.default.oneOf(['top', 'bottom'])\n} : {};\nexports.default = Tooltip;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.extendChildren = extendChildren;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction extendChildren(children, extendedProps, extendedChildren) {\n return _react2.default.Children.map(children, function (child) {\n if (!_react2.default.isValidElement(child)) {\n return child;\n }\n\n var newProps = typeof extendedProps === 'function' ? extendedProps(child)\n : extendedProps;\n var newChildren = typeof extendedChildren === 'function' ? extendedChildren(child) : extendedChildren ? extendedChildren : child.props.children;\n return _react2.default.cloneElement(child, newProps, newChildren);\n });\n}","'use strict';\n\nexports.__esModule = true;\n\nvar _setStatic = require('./setStatic');\n\nvar _setStatic2 = _interopRequireDefault(_setStatic);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar setDisplayName = function setDisplayName(displayName) {\n return (0, _setStatic2.default)('displayName', displayName);\n};\n\nexports.default = setDisplayName;","'use strict';\n\nexports.__esModule = true;\n\nvar _getDisplayName = require('./getDisplayName');\n\nvar _getDisplayName2 = _interopRequireDefault(_getDisplayName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar wrapDisplayName = function
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wrapDisplayName(BaseComponent, hocName) {\n return hocName + '(' + (0, _getDisplayName2.default)(BaseComponent) + ')';\n};\n\nexports.default = wrapDisplayName;","function _typeof(obj) {\n \"@babel/helpers - typeof\";\n\n return (module.exports = _typeof = \"function\" == typeof Symbol && \"symbol\" == typeof Symbol.iterator ? function (obj) {\n   return typeof obj;\n } : function (obj) {\n return obj && \"function\" == typeof Symbol && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports), _typeof(obj);\n}\n\nmodule.exports = _typeof, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _dom = require('../utils/dom');\n\nvar _dom2 = _interopRequireDefault(_dom);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n} // heavily inspired by https://github.com/Khan/react-components/blob/master/js/layered-component-mixin.jsx\n\n\nvar RenderToLayer = function (_Component) {\n (0, _inherits3.default)(RenderToLayer, _Component);\n\n function RenderToLayer() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, RenderToLayer);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RenderToLayer.__proto__ || (0, _getPrototypeOf2.default)(RenderToLayer)).call.apply(_ref, [this].concat(args))), _this), _this.onClickAway = function (event) {\n   if (event.defaultPrevented) {\n   return;\n   }\n\n   if (!_this.props.componentClickAway) {\n   return;\n   }\n\n   if (!_this.props.open) {\n   return;\n   }\n\n   var el = _this.layer;\n\n   if (event.target !== el && event.target === window || document.documentElement.contains(event.target)
 && !_dom2.default.isDescendant(el, event.target)) {\n   _this.props.componentClickAway(event);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(RenderToLayer, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   this.renderLayer();\n   }\n }, {\n   key: 'componentDidUpdate',\n   value: function componentDidUpdate() {\n   this.renderLayer();\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   this.unrenderLayer();\n   }\n }, {\n   key: 'getLayer',\n   value: function getLayer() {\n   return this.layer;\n   }\n }, {\n   key: 'unrenderLayer',\n   value: function unrenderLayer() {\n   if (!this.layer) {\n   return;\n   }\n\n   if (this.props.useLayerForClickAway) {\n   this.layer.style.position = 'relative';\n   this.layer.removeEventListener('click', this.onClickAway);\n   }
 else {\n   window.removeEventListener('click', this.onClickAway);\n   }\n\n   (0, _reactDom.unmountComponentAtNode)(this.layer);\n   document.body.removeChild(this.layer);\n   this.layer = null;\n   }\n   /**\n   * By calling this method in componentDidMount() and\n   * componentDidUpdate(), you're effectively creating a \"wormhole\" that\n   * funnels React's hierarchical updates through to a DOM node on an\n   * entirely different part of the page.\n   */\n\n }, {\n   key: 'renderLayer',\n   value: function renderLayer() {\n   var _this2 = this;\n\n   var _props = this.props,\n   open = _props.open,\n   render = _props.render;\n\n   if (open) {\n   if (!this.layer) {\n   this.layer = document.createElement('div');\n   document.body.appendChild(this.layer);\n\n   if (this.props.useLayerForClickAway) {\n

this.layer.addEventListener('click', this.onClickAway);\n this.layer.style.position
= 'fixed';\n this.layer.style.top = 0;\n this.layer.style.bottom = 0;\n this.layer.style.left = 0;\n
this.layer.style.right = 0;\n this.layer.style.zIndex = this.context.muiTheme.zIndex.layer;\n } else {\n
setTimeout(function () {\n window.addEventListener('click', _this2.onClickAway);\n }, 0);\n
}\n }\n\n var layerElement = render();\n this.layerElement = (0,
_reactDom.unstable_renderSubtreeIntoContainer)(this, layerElement, this.layer);\n } else {\n
this.unrenderLayer();\n }\n }\n }, {\n key: 'render',\n value: function render() {\n return null;\n }\n
}]);\n return RenderToLayer;\n}(_react.Component);\n\nRenderToLayer.defaultProps = {\n
useLayerForClickAway: true\n};\nRenderToLayer.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nRenderToLayer.propTypes = process.env.NODE_ENV !==
\"production\"
? {\n componentClickAway: _propTypes2.default.func,\n open: _propTypes2.default.bool.isRequired,\n render:
_propTypes2.default.func.isRequired,\n useLayerForClickAway: _propTypes2.default.bool\n} :
{};\nexports.default = RenderToLayer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\nexports.default = undefined;\n\nvar _Badge = require('./Badge');\n\nvar _Badge2 =
_interopRequireDefault(_Badge);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj
: {\n default: obj\n };\n}\n\nexports.default = _Badge2.default;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\nexports.default = exports.BottomNavigationItem = exports.BottomNavigation
= undefined;\n\nvar _BottomNavigation2 = require('./BottomNavigation');\n\nvar _BottomNavigation3 =
_interopRequireDefault(_BottomNavigation2);\n\nvar _BottomNavigationItem2 =
require('./BottomNavigationItem');\n\nvar _BottomNavigationItem3 =
_interopRequireDefault(_BottomNavigationItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.BottomNavigation =
_BottomNavigation3.default;\nexports.BottomNavigationItem = _BottomNavigationItem3.default;\nexports.default
= _BottomNavigation3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\nexports.default = exports.CardExpandable = exports.CardActions = exports.CardText =
exports.CardMedia = exports.CardTitle = exports.CardHeader = exports.Card = undefined;\n\nvar _Card2 =
require('./Card');\n\nvar _Card3 = _interopRequireDefault(_Card2);\n\nvar _CardHeader2 =
require('./CardHeader');\n\nvar _CardHeader3 = _interopRequireDefault(_CardHeader2);\n\nvar _CardTitle2 =
require('./CardTitle');\n\nvar _CardTitle3 = _interopRequireDefault(_CardTitle2);\n\nvar _CardMedia2 =
require('./CardMedia');\n\nvar _CardMedia3 = _interopRequireDefault(_CardMedia2);\n\nvar _CardText2
= require('./CardText');\n\nvar _CardText3 = _interopRequireDefault(_CardText2);\n\nvar _CardActions2 =
require('./CardActions');\n\nvar _CardActions3 = _interopRequireDefault(_CardActions2);\n\nvar
_CardExpandable2 = require('./CardExpandable');\n\nvar _CardExpandable3 =
_interopRequireDefault(_CardExpandable2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.Card = _Card3.default;\nexports.CardHeader =
_CardHeader3.default;\nexports.CardTitle = _CardTitle3.default;\nexports.CardMedia =
_CardMedia3.default;\nexports.CardText = _CardText3.default;\nexports.CardActions =
_CardActions3.default;\nexports.CardExpandable = _CardExpandable3.default;\nexports.default =
_Card3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar

_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keyboardArrowUp = require('../svg-icons/hardware/keyboard-arrow-up');\n\nvar _keyboardArrowUp2 = _interopRequireDefault(_keyboardArrowUp);\n\nvar _keyboardArrowDown = require('../svg-icons/hardware/keyboard-arrow-down');\n\nvar _keyboardArrowDown2 = _interopRequireDefault(_keyboardArrowDown);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles() {\n return {\n root: {\n top: 0,\n bottom: 0,\n right: 4,\n margin: 'auto',\n position: 'absolute'\n }\n };\n}\n\nvar CardExpandable = function (_Component) {\n (0, _inherits3.default)(CardExpandable, _Component);\n\n function CardExpandable() {\n (0, _classCallCheck3.default)(this, CardExpandable);\n return (0, _possibleConstructorReturn3.default)(this, (CardExpandable.__proto__ || (0, _getPrototypeOf2.default)(CardExpandable)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardExpandable, [{\n key: 'render',\n value: function render() {\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement(_IconButton2.default, {\n style: (0, _simpleAssign2.default)(styles.root, this.props.style),\n onClick: this.props.onExpanding,\n iconStyle: this.props.iconStyle\n }, this.props.expanded ? this.props.openIcon : this.props.closeIcon);\n }\n }]);\n return CardExpandable;\n}(_react.Component);\n\nCardExpandable.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardExpandable.defaultProps = {\n closeIcon: _react2.default.createElement(_keyboardArrowDown2.default, null),\n openIcon: _react2.default.createElement(_keyboardArrowUp2.default, null)\n};\nCardExpandable.propTypes = process.env.NODE_ENV !== \"production\" ? {\n closeIcon: _propTypes2.default.node,\n expanded: _propTypes2.default.bool,\n iconStyle: _propTypes2.default.object,\n onExpanding: _propTypes2.default.func.isRequired,\n openIcon: _propTypes2.default.node,\n style: _propTypes2.default.object\n} : {};\nexports.default = CardExpandable;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Chip = require('./Chip');\n\nvar _Chip2 = _interopRequireDefault(_Chip);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Chip2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _CircularProgress = require('./CircularProgress');\n\nvar _CircularProgress2 = _interopRequireDefault(_CircularProgress);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _CircularProgress2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =

_interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _AutoLockScrolling = require('./AutoLockScrolling');\n\nvar _AutoLockScrolling2 = _interopRequireDefault(_AutoLockScrolling);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var overlay = context.muiTheme.overlay;\n var style = {\n root: {\n position: 'fixed',\n height: '100%',\n width: '100%',\n top: 0,\n left: '-100%',\n opacity: 0,\n backgroundColor: overlay.backgroundColor,\n WebkitTapHighlightColor: 'rgba(0, 0, 0, 0)',\n // Remove mobile color flashing (deprecated)\n // Two ways to promote overlay to its own render layer\n willChange: 'opacity',\n transform: 'translateZ(0)',\n transition: props.transitionEnabled && _transitions2.default.easeOut('0ms', 'left', '400ms') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n }\n };\n\n if (props.show) {\n (0, _simpleAssign2.default)(style.root, {\n left: 0,\n opacity: 1,\n transition: _transitions2.default.easeOut('0ms', 'left') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n });\n }\n\n return style;\n}\n\nvar Overlay = function (_Component) {\n (0, _inherits3.default)(Overlay, _Component);\n\n function Overlay() {\n (0, _classCallCheck3.default)(this, Overlay);\n return (0, _possibleConstructorReturn3.default)(this, (Overlay.__proto__ || (0, _getPrototypeOf2.default)(Overlay)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Overlay, [{\n key: 'setOpacity',\n value: function setOpacity(opacity) {\n this.refs.overlay.style.opacity = opacity;\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n autoLockScrolling = _props.autoLockScrolling,\n show = _props.show,\n style = _props.style,\n transitionEnabled = _props.transitionEnabled,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoLockScrolling', 'show', 'style', 'transitionEnabled']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n ref: 'overlay',\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), autoLockScrolling && _react2.default.createElement(_AutoLockScrolling2.default, {\n lock: show\n }));\n }\n }]);\n return Overlay;\n}(_react.Component);\n\nOverlay.defaultProps = {\n autoLockScrolling: true,\n style: {},\n transitionEnabled: true\n};\nOverlay.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nOverlay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n autoLockScrolling: _propTypes2.default.bool,\n show: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n transitionEnabled: _propTypes2.default.bool\n} : {};\nexports.default = Overlay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Drawer = require('./Drawer');\n\nvar _Drawer2 = _interopRequireDefault(_Drawer);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Drawer2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _FloatingActionButton = require('./FloatingActionButton');\n\nvar _FloatingActionButton2 = _interopRequireDefault(_FloatingActionButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _FloatingActionButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.GridTile = exports.GridList = undefined;\n\nvar _GridList2 = require('./GridList');\n\nvar _GridList3 = _interopRequireDefault(_GridList2);\n\nvar _GridTile2 = require('./GridTile');\n\nvar _GridTile3 = _interopRequireDefault(_GridTile2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.GridList = _GridList3.default;\nexports.GridTile = _GridTile3.default;\nexports.default = _GridList3.default;","\"use strict\";\n\nexports.__esModule = true;\n\nvar _defineProperty = require(\"../core-js/object/define-property\");\n\nvar _defineProperty2 = _interopRequireDefault(_defineProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function (obj, key, value) {\n if (key in obj)

{\n (0, _defineProperty2.default)(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem = exports.IconMenu = undefined;\n\nvar _IconMenu2 = require('./IconMenu');\n\nvar _IconMenu3 = _interopRequireDefault(_IconMenu2);\n\nvar _MenuItem2 = require('../MenuItem/MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.IconMenu = _IconMenu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default
= _IconMenu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _LinearProgress = require('./LinearProgress');\n\nvar _LinearProgress2 = _interopRequireDefault(_LinearProgress);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _LinearProgress2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.makeSelectable = exports.ListItem = exports.List = undefined;\n\nvar _List2 = require('./List');\n\nvar _List3 = _interopRequireDefault(_List2);\n\nvar _ListItem2 = require('./ListItem');\n\nvar _ListItem3 = _interopRequireDefault(_ListItem2);\n\nvar _makeSelectable2 = require('./makeSelectable');\n\nvar _makeSelectable3 = _interopRequireDefault(_makeSelectable2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n
default: obj\n };\n}\n\nexports.List = _List3.default;\nexports.ListItem = _ListItem3.default;\nexports.makeSelectable = _makeSelectable3.default;\nexports.default = _List3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _getMuiTheme = require('./getMuiTheme');\n\nvar _getMuiTheme2 = _interopRequireDefault(_getMuiTheme);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar MuiThemeProvider = function (_Component) {\n (0, _inherits3.default)(MuiThemeProvider, _Component);\n\n function MuiThemeProvider() {\n (0, _classCallCheck3.default)(this, MuiThemeProvider);\n return (0, _possibleConstructorReturn3.default)(this, (MuiThemeProvider.__proto__ || (0, _getPrototypeOf2.default)(MuiThemeProvider)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(MuiThemeProvider, [{\n key: 'getChildContext',\n value: function getChildContext() {\n return {\n muiTheme: this.props.muiTheme || (0, _getMuiTheme2.default)()\n };\n }\n }, {\n key: 'render',\n value: function
render() {\n return this.props.children;\n }\n }]);\n return MuiThemeProvider;\n}(_react.Component);\n\nMuiThemeProvider.childContextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nMuiThemeProvider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.element,\n muiTheme: _propTypes2.default.object\n} : {};\nexports.default = MuiThemeProvider;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = prefixValue;\n\nfunction prefixValue(plugins, property, value, style, metaData) {\n for (var i = 0, len = plugins.length; i < len; ++i) {\n var processedValue = plugins[i](property, value, style, metaData); // we can stop processing if a value is returned\n // as all plugin criteria are unique\n\n if (processedValue) {\n return processedValue;\n }\n }\n}\n\nmodule.exports = exports[\"default\"];","\"use

strict\";\n\nObject.defineProperty(exports, \"__esModule\",
{\n value: true\n});\nexports.default = addNewValuesOnly;\n\nfunction addIfNew(list, value) {\n if
(list.indexOf(value) === -1) {\n list.push(value);\n }\n}\n\nfunction addNewValuesOnly(list, values) {\n if
(Array.isArray(values)) {\n for (var i = 0, len = values.length; i < len; ++i) {\n addIfNew(list, values[i]);\n }\n
} else {\n addIfNew(list, values);\n }\n}\n\nmodule.exports = exports[\"default\"];","\"use
strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default =
isObject;\n\nfunction isObject(value) {\n return value instanceof Object &&
!Array.isArray(value);\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\nexports.default = hyphenateProperty;\n\nvar _hyphenateStyleName =
require('hyphenate-style-name');\n\nvar _hyphenateStyleName2 =
_interopRequireDefault(_hyphenateStyleName);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction hyphenateProperty(property) {\n
return (0, _hyphenateStyleName2.default)(property);\n}\n\nmodule.exports = exports['default'];","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default =
exports.PopoverAnimationVertical = exports.Popover = undefined;\n\nvar _Popover2 = require('./Popover');\n\nvar
_Popover3 = _interopRequireDefault(_Popover2);\n\nvar _PopoverAnimationVertical2 =
require('./PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical3 =
_interopRequireDefault(_PopoverAnimationVertical2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.Popover =
_Popover3.default;\nexports.PopoverAnimationVertical = _PopoverAnimationVertical3.default;\nexports.default =
_Popover3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_extends2
= require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedSwitch
= require('../internal/EnhancedSwitch');\n\nvar _EnhancedSwitch2 =
_interopRequireDefault(_EnhancedSwitch);\n\nvar _radioButtonUnchecked = require('../svg-icons/toggle/radio-
button-unchecked');\n\nvar _radioButtonUnchecked2 = _interopRequireDefault(_radioButtonUnchecked);\n\nvar
_radioButtonChecked = require('../svg-icons/toggle/radio-button-checked');\n\nvar _radioButtonChecked2 =
_interopRequireDefault(_radioButtonChecked);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props,
context) {\n var radioButton = context.muiTheme.radioButton;\n return {\n icon: {\n height:
radioButton.size,\n width: radioButton.size\n },\n target: {\n transition: _transitions2.default.easeOut(),\n
position: 'absolute',\n opacity: 1,\n transform: 'scale(1)',\n fill: radioButton.borderColor\n },\n fill: {\n
position: 'absolute',\n opacity: 1,\n transform: 'scale(0)',\n transformOrigin: '50% 50%',\n transition:
_transitions2.default.easeOut(),\n fill: radioButton.checkedColor\n },\n targetWhenChecked: {\n opacity:

0,\n transform: 'scale(0)'\n },\n fillWhenChecked: {\n opacity: 1,\n transform: 'scale(1)'\n },\n targetWhenDisabled: {\n fill: radioButton.disabledColor\n },\n fillWhenDisabled: {\n fill: radioButton.disabledColor\n },\n label: {\n color: props.disabled ? radioButton.labelDisabledColor : radioButton.labelColor\n },\n ripple: {\n color: props.checked ? radioButton.checkedColor : radioButton.borderColor\n }\n };\n}\n\nvar RadioButton = function (_Component) {\n (0, _inherits3.default)(RadioButton, _Component);\n\n function RadioButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, RadioButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RadioButton.__proto__ || (0, _getPrototypeOf2.default)(RadioButton)).call.apply(_ref, [this].concat(args))), _this), _this.handleSwitch = function (event) {\n if (_this.props.onCheck) {\n _this.props.onCheck(event, _this.props.value);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n } // Only called when selected, not when unselected.\n\n\n (0, _createClass3.default)(RadioButton,\n [{\n key: 'isChecked',\n value: function isChecked() {\n return this.refs.enhancedSwitch.isSwitched();\n } // Use RadioButtonGroup.setSelectedValue(newSelectionValue) to set a\n // RadioButton's checked value.\n\n }, {\n key: 'setChecked',\n value: function setChecked(newCheckedValue) {\n this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n }\n }, {\n key: 'getValue',\n value: function getValue() {\n return this.refs.enhancedSwitch.getValue();\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n checkedIcon = _props.checkedIcon,\n checked = _props.checked,\n iconStyle = _props.iconStyle,\n labelStyle = _props.labelStyle,\n labelPosition = _props.labelPosition,\n onCheck = _props.onCheck,\n uncheckedIcon = _props.uncheckedIcon,\n disabled = _props.disabled,\n other = (0, _objectWithoutProperties3.default)(_props, ['checkedIcon', 'checked', 'iconStyle', 'labelStyle', 'labelPosition', 'onCheck', 'uncheckedIcon', 'disabled']);\n var styles = getStyles(this.props, this.context);\n var uncheckedStyles = (0, _simpleAssign2.default)(styles.target, checked && styles.targetWhenChecked, iconStyle, disabled && styles.targetWhenDisabled);\n var checkedStyles = (0, _simpleAssign2.default)(styles.fill, checked && styles.fillWhenChecked, iconStyle, disabled && styles.fillWhenDisabled);\n var uncheckedElement = _react2.default.isValidElement(uncheckedIcon) ? _react2.default.cloneElement(uncheckedIcon, {\n style: (0, _simpleAssign2.default)(uncheckedStyles, uncheckedIcon.props.style)\n }) : _react2.default.createElement(_radioButtonUnchecked2.default, {\n style: uncheckedStyles\n });\n var checkedElement = _react2.default.isValidElement(checkedIcon) ? _react2.default.cloneElement(checkedIcon, {\n style: (0, _simpleAssign2.default)(checkedStyles, checkedIcon.props.style)\n }) : _react2.default.createElement(_radioButtonChecked2.default, {\n style: checkedStyles\n });\n var mergedIconStyle = (0, _simpleAssign2.default)(styles.icon, iconStyle);\n var mergedLabelStyle = (0, _simpleAssign2.default)(styles.label, labelStyle);\n return _react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({}, other, {\n ref: 'enhancedSwitch',\n inputType: 'radio',\n checked: checked,\n switched: checked,\n disabled: disabled,\n rippleColor: styles.ripple.color,\n iconStyle: mergedIconStyle,\n labelStyle: mergedLabelStyle,\n labelPosition: labelPosition,\n onSwitch: this.handleSwitch,\n switchElement: _react2.default.createElement('div', null, uncheckedElement, checkedElement)\n }));\n }\n }]);\n return RadioButton;\n}(_react.Component);\n\nRadioButton.defaultProps = {\n checked: false,\n disabled: false,\n labelPosition: 'right'\n};\nRadioButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRadioButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * @ignore\n * checked if true\n * Used internally by `RadioButtonGroup`.\n */\n checked: _propTypes2.default.bool,\n\n /**\n * The icon element to show when the radio button is checked.\n */\n checkedIcon: _propTypes2.default.element,\n\n /**\n * If true, the radio button is disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the input element.\n */\n inputStyle:

_propTypes2.default.object,\n\n /**\n   * @ignore\n   * Used internally by `RadioButtonGroup`. Use the `labelPosition` property of `RadioButtonGroup` instead.\n   * Where the label will be placed next to the radio button.\n   */\n labelPosition: _propTypes2.default.oneOf(['left',
'right']),\n\n /**\n   * Override the inline-styles of the label element.\n   */\n labelStyle: _propTypes2.default.object,\n\n /**\n   * @ignore\n   * Callback function fired when the radio button is checked. Note that this\n   * function will not be called if the radio button is part of a\n   * radio button group: in this case, use the `onChange` property of\n   * `RadioButtonGroup`.\n   *\n   * @param {object} event `change` event targeting the element.\n   * @param {string} value The element's `value`.\n   */\n onCheck: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The icon element to show when the radio button is unchecked.\n   */\n uncheckedIcon: _propTypes2.default.element,\n\n /**\n   * The value of the radio button.\n   */\n value: _propTypes2.default.any\n} : {};\nexports.default = RadioButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\",
{\n value: true\n});\nexports.default = undefined;\n\nvar _RaisedButton = require('./RaisedButton');\n\nvar _RaisedButton2 = _interopRequireDefault(_RaisedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _RaisedButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _RefreshIndicator = require('./RefreshIndicator');\n\nvar _RefreshIndicator2 = _interopRequireDefault(_RefreshIndicator);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _RefreshIndicator2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
 _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar
 _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n var index = _ref.index;\n var stepper = _ref2.stepper;\n var orientation = stepper.orientation;\n var styles = {\n   root: {\n   flex: '0 0 auto'\n   }\n };\n\n if (index > 0) {\n   if (orientation === 'horizontal') {\n   styles.root.marginLeft = -6;\n   } else if (orientation === 'vertical') {\n   styles.root.marginTop = -14;\n   }\n }\n\n return styles;\n};\n\nvar Step = function (_Component) {\n (0, _inherits3.default)(Step, _Component);\n\n function Step() {\n   var _ref3;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, Step);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref3 = Step.__proto__ || (0, _getPrototypeOf2.default)(Step)).call.apply(_ref3, [this].concat(args))), _this), _this.renderChild = function (child) {\n   var _this$props = _this.props,\n   active = _this$props.active,\n   completed = _this$props.completed,\n   disabled = _this$props.disabled,\n   index = _this$props.index,\n   last =

_this$props.last;\n var icon = index + 1;\n return _react2.default.cloneElement(child, (0, _simpleAssign2.default)({\n active: active,\n completed: completed,\n disabled: disabled,\n icon: icon,\n last: last\n }, child.props));\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Step, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n active
= _props.active,\n completed = _props.completed,\n disabled = _props.disabled,\n index = _props.index,\n last = _props.last,\n children = _props.children,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['active', 'completed', 'disabled', 'index', 'last', 'children', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, other), _react2.default.Children.map(children, this.renderChild));\n }\n }]);\n return Step;\n}(_react.Component);\n\nStep.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\nStep.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Sets the step as active.
Is passed to child components.\n */\n active: _propTypes2.default.bool,\n\n /**\n * Should be `Step` sub-components such as `StepLabel`.\n */\n children: _propTypes2.default.node,\n\n /**\n * Mark the step as completed. Is passed to child components.\n */\n completed: _propTypes2.default.bool,\n\n /**\n * Mark the step as disabled, will also disable the button if\n * `StepButton` is a child of `Step`. Is passed to child components.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Used internally for numbering.\n */\n index: _propTypes2.default.number,\n\n /**\n * @ignore\n */\n last: _propTypes2.default.bool,\n\n /**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Step;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _StepLabel = require('./StepLabel');\n\nvar _StepLabel2 = _interopRequireDefault(_StepLabel);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar isLabel = function isLabel(child) {\n return child && child.type && child.type.muiName === 'StepLabel';\n};\n\nvar getStyles = function getStyles(props, context, state) {\n var hovered = state.hovered;\n var _context$muiTheme$ste = context.muiTheme.stepper,\n backgroundColor = _context$muiTheme$ste.backgroundColor,\n
hoverBackgroundColor = _context$muiTheme$ste.hoverBackgroundColor;\n var styles = {\n root: {\n padding: 0,\n backgroundColor: hovered ? hoverBackgroundColor : backgroundColor,\n transition: _transitions2.default.easeOut()\n }\n };\n\n if (context.stepper.orientation === 'vertical') {\n styles.root.width =

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'100%';\n  }\n\n  return styles;\n};\n\nvar StepButton = function (_Component) {\n  (0,
_inherits3.default)(StepButton, _Component);\n\n  function StepButton() {\n    var _ref;\n\n    var _temp, _this,
_ret;\n\n    (0, _classCallCheck3.default)(this, StepButton);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = StepButton.__proto__ || (0,
_getPrototypeOf2.default)(StepButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false,\n
    touched: false\n    }, _this.handleMouseEnter = function (event) {\n      var onMouseEnter =
_this.props.onMouseEnter; // Cancel hover styles for touch devices\n\n      if (!_this.state.touched) {\n
_this.setState({\n          hovered: true\n        });\n      }\n\n      if (typeof onMouseEnter === 'function') {\n
onMouseEnter(event);\n      }\n    }, _this.handleMouseLeave = function (event) {\n      var onMouseLeave =
_this.props.onMouseLeave;\n\n      _this.setState({\n        hovered: false\n      });\n\n      if (typeof onMouseLeave
=== 'function') {\n        onMouseLeave(event);\n      }\n    }, _this.handleTouchStart = function (event) {\n      var
onTouchStart = _this.props.onTouchStart;\n\n      if (!_this.state.touched) {\n        _this.setState({\n          touched:
true\n        });\n      }\n\n      if (typeof onTouchStart === 'function') {\n        onTouchStart(event);\n      }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
  }\n\n  (0, _createClass3.default)(StepButton, [{\n    key: 'render',\n    value: function render() {\n      var _props =
this.props,\n          active = _props.active,\n          children = _props.children,\n          completed =
_props.completed,\n          disabled = _props.disabled,\n          icon = _props.icon,\n          iconContainerStyle =
_props.iconContainerStyle,\n          last = _props.last,\n          onMouseEnter = _props.onMouseEnter,\n
onMouseLeave = _props.onMouseLeave,\n          onTouchStart = _props.onTouchStart,\n          style =
_props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed',
'disabled', 'icon', 'iconContainerStyle', 'last', 'onMouseEnter', 'onMouseLeave', 'onTouchStart', 'style']);\n      var
styles = getStyles(this.props, this.context, this.state);\n      var child = isLabel(children) ? children :
_react2.default.createElement(_StepLabel2.default, null, children);\n      return
_react2.default.createElement(_EnhancedButton2.default,
 (0, _extends3.default)({\n        disabled: disabled,\n        style: (0, _simpleAssign2.default)(styles.root, style),\n
onMouseEnter: this.handleMouseEnter,\n        onMouseLeave: this.handleMouseLeave,\n        onTouchStart:
this.handleTouchStart\n      }, other), _react2.default.cloneElement(child, {\n        active: active,\n        completed:
completed,\n        disabled: disabled,\n        icon: icon,\n        iconContainerStyle: iconContainerStyle\n      }));\n
  }\n  }]);\n  return StepButton;\n}(_react.Component);\n\nStepButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired,\n  stepper: _propTypes2.default.object\n};\nStepButton.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Passed from `Step` Is passed to StepLabel.\n   */\n
active: _propTypes2.default.bool,\n\n  /**\n   * Can be a `StepLabel` or a node to place inside `StepLabel` as
children.\n   */\n  children: _propTypes2.default.node,\n\n
  /**\n   * Sets completed styling. Is passed to StepLabel.\n   */\n  completed: _propTypes2.default.bool,\n\n  /**\n
* Disables the button and sets disabled styling. Is passed to StepLabel.\n   */\n  disabled:
_propTypes2.default.bool,\n\n  /**\n   * The icon displayed by the step label.\n   */\n  icon:
_propTypes2.default.oneOfType([_propTypes2.default.element, _propTypes2.default.string,
_propTypes2.default.number]),\n\n  /**\n   * Override the inline-styles of the icon container element.\n   */\n
iconContainerStyle: _propTypes2.default.object,\n\n  /** @ignore */\n  last: _propTypes2.default.bool,\n\n  /**
@ignore */\n  onMouseEnter: _propTypes2.default.func,\n\n  /** @ignore */\n  onMouseLeave:
_propTypes2.default.func,\n\n  /** @ignore */\n  onTouchStart: _propTypes2.default.func,\n\n  /**\n   * Override
the inline-style of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\nexports.default =
StepButton;","'use strict';\n\nObject.defineProperty(exports,
 \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
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_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
 _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _ExpandTransition = require('../internal/ExpandTransition');\n\nvar
_ExpandTransition2 = _interopRequireDefault(_ExpandTransition);\n\nvar _warning = require('warning');\n\nvar
_warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction ExpandTransition(props) {\n  return
_react2.default.createElement(_ExpandTransition2.default, props);\n}\n\nvar getStyles = function getStyles(props,
context) {\n  var styles = {\n    root: {\n      marginTop: -14,\n      marginLeft: 14 + 11,\n      // padding + 1/2 icon\n
      paddingLeft: 24 - 11 + 8,\n      paddingRight: 16,\n      overflow: 'hidden'\n    }\n  };\n\n  if (!props.last) {\n
styles.root.borderLeft = '1px solid ' + context.muiTheme.stepper.connectorLineColor;\n  }\n\n  return
styles;\n};\n\nvar StepContent = function (_Component) {\n  (0, _inherits3.default)(StepContent, _Component);\n\n
function StepContent() {\n    (0, _classCallCheck3.default)(this, StepContent);\n    return (0,
_possibleConstructorReturn3.default)(this, (StepContent.__proto__ || (0,
_getPrototypeOf2.default)(StepContent)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(StepContent,
[{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          active = _props.active,\n
children = _props.children,\n          completed = _props.completed,\n          last = _props.last,\n          style =
_props.style,\n          transition = _props.transition,\n          transitionDuration = _props.transitionDuration,\n
          other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed', 'last', 'style', 'transition',
'transitionDuration']);\n      var _context = this.context,\n          stepper = _context.stepper,\n          prepareStyles =
_context.muiTheme.prepareStyles;\n\n      if (stepper.orientation !== 'vertical') {\n        process.env.NODE_ENV
!== \"production\" ? (0, _warning2.default)(false, 'Material-UI: <StepContent /> is only designed for use with the
vertical stepper.') : void 0;\n        return null;\n      }\n\n      var styles = getStyles(this.props, this.context);\n      var
transitionProps = {\n        enterDelay: transitionDuration,\n        transitionDuration: transitionDuration,\n        open:
active\n      };\n      return _react2.default.createElement('div', (0, _extends3.default)({\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n      }, other), _react2.default.createElement(transition, transitionProps,
_react2.default.createElement('div',
 {\n        style: {\n          overflow: 'hidden'\n        }\n      }, children)));\n    }\n  }]);\n  return
StepContent;\n}(_react.Component);\n\nStepContent.defaultProps = {\n  transition: ExpandTransition,\n
transitionDuration: 450\n};\nStepContent.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired,\n
stepper: _propTypes2.default.object\n};\nStepContent.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * Expands the content\n   */\n  active: _propTypes2.default.bool,\n\n  /**\n   * Step content\n   */\n
children: _propTypes2.default.node,\n\n  /**\n   * @ignore\n   */\n  completed: _propTypes2.default.bool,\n\n  /**\n
 * @ignore\n   */\n  last: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-style of the root element.\n
*/\n  style: _propTypes2.default.object,\n\n  /**\n   * ReactTransitionGroup component.\n   */\n  transition:
_propTypes2.default.func,\n\n  /**\n   * Adjust the duration of the content expand
 transition. Passed as a prop to the transition component.\n   */\n  transitionDuration:
_propTypes2.default.number\n} : {};\nexports.default = StepContent;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _StepConnector = require('./StepConnector');\n\nvar _StepConnector2 = _interopRequireDefault(_StepConnector);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar getStyles = function getStyles(props) {\n var orientation = props.orientation;\n return {\n root: {\n display: 'flex',\n flexDirection: orientation === 'horizontal' ? 'row' : 'column',\n alignContent: 'center',\n alignItems: orientation === 'horizontal' ? 'center' : 'stretch',\n justifyContent: 'space-between'\n }\n };\n};\n\nvar Stepper = function (_Component) {\n (0, _inherits3.default)(Stepper, _Component);\n\n function Stepper() {\n (0, _classCallCheck3.default)(this, Stepper);\n return (0, _possibleConstructorReturn3.default)(this, (Stepper.__proto__ || (0, _getPrototypeOf2.default)(Stepper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Stepper, [{\n key: 'getChildContext',\n value: function getChildContext() {\n var orientation = this.props.orientation;\n return {\n stepper: {\n orientation: orientation\n }\n };\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n activeStep = _props.activeStep,\n children = _props.children,\n connector = _props.connector,\n linear = _props.linear,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n /**\n * One day, we may be able to use real CSS tools\n * For now, we need to create our own \"pseudo\" elements\n * and nth child selectors, etc\n * That's what some of this garbage is for :)\n */\n\n var numChildren = _react.Children.count(children);\n\n var steps = _react.Children.map(children, function (step, index) {\n if (!_react2.default.isValidElement(step)) {\n return null;\n }\n\n var controlProps = {\n index: index\n };\n\n if (activeStep === index) {\n controlProps.active = true;\n } else if (linear && activeStep > index) {\n controlProps.completed = true;\n } else if (linear && activeStep < index) {\n controlProps.disabled = true;\n }\n\n if (index + 1 === numChildren) {\n controlProps.last = true;\n }\n\n return [index > 0 && connector, _react2.default.cloneElement(step, (0, _simpleAssign2.default)(controlProps, step.props))];\n });\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, steps);\n }\n }]);\n return Stepper;\n}(_react.Component);\n\nStepper.defaultProps = {\n connector: _react2.default.createElement(_StepConnector2.default, null),\n orientation: 'horizontal',\n linear: true\n};\nStepper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nStepper.childContextTypes = {\n stepper: _propTypes2.default.object\n};\nStepper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Set the active step (zero based index). This will enable `Step` control helpers.\n */\n activeStep: _propTypes2.default.number,\n\n /**\n * Should be two or more `<Step />` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * A component to be placed between each step.\n */\n connector: _propTypes2.default.node,\n\n /**\n * If set to `true`, the `Stepper` will assist in controlling steps for linear flow\n */\n linear: _propTypes2.default.bool,\n\n /**\n * The stepper orientation (layout flow direction)\n */\n orientation: _propTypes2.default.oneOf(['horizontal', 'vertical']),\n\n /**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Stepper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Snackbar = require('./Snackbar');\n\nvar _Snackbar2 =

_interopRequireDefault(_Snackbar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Snackbar2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.Tabs = exports.Tab = undefined;\n\nvar _Tab2 = require('./Tab');\n\nvar _Tab3 = _interopRequireDefault(_Tab2);\n\nvar _Tabs2 = require('./Tabs');\n\nvar _Tabs3 = _interopRequireDefault(_Tabs2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule\n ? obj : {\n   default: obj\n };\n}\n\nexports.Tab = _Tab3.default;\nexports.Tabs = _Tabs3.default;\nexports.default = _Tabs3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.TableRowColumn = exports.TableRow = exports.TableHeaderColumn = exports.TableHeader = exports.TableFooter = exports.TableBody = exports.Table = undefined;\n\nvar _Table2 = require('./Table');\n\nvar _Table3 = _interopRequireDefault(_Table2);\n\nvar _TableBody2 = require('./TableBody');\n\nvar _TableBody3 = _interopRequireDefault(_TableBody2);\n\nvar _TableFooter2 = require('./TableFooter');\n\nvar _TableFooter3 = _interopRequireDefault(_TableFooter2);\n\nvar _TableHeader2 = require('./TableHeader');\n\nvar _TableHeader3 = _interopRequireDefault(_TableHeader2);\n\nvar _TableHeaderColumn2 = require('./TableHeaderColumn');\n\nvar _TableHeaderColumn3 = _interopRequireDefault(_TableHeaderColumn2);\n\nvar _TableRow2 = require('./TableRow');\n\nvar _TableRow3 = _interopRequireDefault(_TableRow2);\n\nvar _TableRowColumn2 = require('./TableRowColumn');\n\nvar _TableRowColumn3 = _interopRequireDefault(_TableRowColumn2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.Table = _Table3.default;\nexports.TableBody = _TableBody3.default;\nexports.TableFooter = _TableFooter3.default;\nexports.TableHeader = _TableHeader3.default;\nexports.TableHeaderColumn = _TableHeaderColumn3.default;\nexports.TableRow = _TableRow3.default;\nexports.TableRowColumn = _TableRowColumn3.default;\nexports.default = _Table3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var styles =\n {\n   root: {\n   directionInvariant: true,\n   display: 'inline-block',\n   position: 'absolute',\n   width: 32,\n   height: 32,\n   borderRadius: '100%',\n   left: 'calc(50% - 16px)',\n   top: 10,\n   textAlign: 'center',\n   paddingTop: 5,\n   userSelect: 'none',\n\n   /* Chrome all / Safari all */\n   fontSize: '1.1em',\n   pointerEvents: 'none',\n   boxSizing: 'border-box'\n   }\n };\n var muiTheme = context.muiTheme;\n var pos = props.value;\n\n if (props.type === 'hour') {\n   pos %= 12;\n } else {\n   pos = pos / 5;\n }\n\n var positions = [[0, 5], [54.5, 16.6], [94.4, 59.5], [109, 114], [94.4, 168.5], [54.5, 208.4], [0, 223], [-54.5, 208.4], [-94.4, 168.5], [-109, 114], [-94.4, 59.5], [-54.5, 19.6]];\n var innerPositions = [[0, 40], [36.9, 49.9], [64, 77], [74, 114], [64, 151], [37, 178], [0, 188], [-37, 178], [-64, 151], [-74, 114], [-64, 77], [-37, 50]];\n\n if (props.isSelected) {\n   styles.root.backgroundColor = muiTheme.timePicker.accentColor;\n

styles.root.color = muiTheme.timePicker.selectTextColor;\n }\n\n var transformPos = positions[pos];\n\n if ((0, _timeUtils.isInner)(props)) {\n styles.root.width = 28;\n styles.root.height = 28;\n styles.root.left = 'calc(50% - 14px)';\n transformPos = innerPositions[pos];\n }\n\n var _transformPos = transformPos,\n _transformPos2 = (0, _slicedToArray3.default)(_transformPos, 2),\n x = _transformPos2[0],\n y = _transformPos2[1];\n\n styles.root.transform = 'translate(' + x + 'px, ' + y + 'px)';\n return styles;\n}\n\nvar ClockNumber = function (_Component) {\n (0, _inherits3.default)(ClockNumber, _Component);\n\n function ClockNumber() {\n (0, _classCallCheck3.default)(this, ClockNumber);\n return (0, _possibleConstructorReturn3.default)(this, (ClockNumber.__proto__ || (0, _getPrototypeOf2.default)(ClockNumber)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ClockNumber, [{\n key: 'render',\n value: function render() {\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var clockNumber = this.props.value === 0 ? '00' : this.props.value;\n return _react2.default.createElement('span', {\n style: prepareStyles(styles.root)\n }, clockNumber);\n }\n }]);\n return ClockNumber;\n}(_react.Component);\n\nClockNumber.defaultProps = {\n value: 0,\n type: 'minute',\n isSelected: false\n};\nClockNumber.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockNumber.propTypes = process.env.NODE_ENV !== \"production\" ? {\n isSelected: _propTypes2.default.bool,\n onSelected: _propTypes2.default.func,\n type: _propTypes2.default.oneOf(['hour', 'minute']),\n value: _propTypes2.default.number\n} : {};\nexports.default = ClockNumber;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction calcAngle(value, base) {\n value %= base;\n var angle = 360 / base * value;\n return angle;\n}\n\nfunction getStyles(props, context, state) {\n var hasSelected = props.hasSelected,\n type = props.type,\n value = props.value;\n var inner = state.inner;\n var timePicker = context.muiTheme.timePicker;\n var angle = type === 'hour' ? calcAngle(value, 12) : calcAngle(value, 60);\n var styles = {\n root: {\n height: inner ? '30%' : '40%',\n background: timePicker.accentColor,\n width: 2,\n left: 'calc(50% - 1px)',\n position: 'absolute',\n bottom: '50%',\n transformOrigin: 'bottom',\n pointerEvents: 'none',\n transform: 'rotateZ(' + angle + 'deg)'\n },\n mark: {\n boxSizing: 'content-box',\n background: timePicker.selectTextColor,\n border: '4px solid ' + timePicker.accentColor,\n display: hasSelected && 'none',\n width: 7,\n height: 7,\n position: 'absolute',\n top: -5,\n left: -6,\n borderRadius: '100%'\n }\n };\n return styles;\n}\n\nvar ClockPointer = function (_Component) {\n (0, _inherits3.default)(ClockPointer, _Component);\n\n function ClockPointer() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClockPointer);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockPointer.__proto__ || (0, _getPrototypeOf2.default)(ClockPointer)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n inner: false\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(ClockPointer, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n inner: (0, _timeUtils.isInner)(this.props)\n

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});\n  }\n }, {\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n  this.setState({\n  inner: (0, _timeUtils.isInner)(nextProps)\n });\n  }\n }, {\n  key: 'render',\n  value: function render() {\n  if (this.props.value === null) {\n  return _react2.default.createElement('span', null);\n  }\n\n  var styles = getStyles(this.props, this.context, this.state);\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  return _react2.default.createElement('div', {\n  style: prepareStyles(styles.root)\n  }, _react2.default.createElement('div', {\n  style: prepareStyles(styles.mark)\n  }));\n  }\n }]);\n return ClockPointer;\n}(_react.Component);\n\nClockPointer.defaultProps = {\n hasSelected: false,\n value: null,\n type: 'minute'\n};\nClockPointer.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockPointer.propTypes = process.env.NODE_ENV !== \"production\" ? {\n hasSelected: _propTypes2.default.bool,\n type: _propTypes2.default.oneOf(['hour', 'minute']),\n value: _propTypes2.default.number\n} : {};\nexports.default = ClockPointer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.ToolbarTitle = exports.ToolbarSeparator = exports.ToolbarGroup = exports.Toolbar = undefined;\n\nvar _Toolbar2 = require('./Toolbar');\n\nvar _Toolbar3 = _interopRequireDefault(_Toolbar2);\n\nvar _ToolbarGroup2 = require('./ToolbarGroup');\n\nvar _ToolbarGroup3 = _interopRequireDefault(_ToolbarGroup2);\n\nvar _ToolbarSeparator2 = require('./ToolbarSeparator');\n\nvar _ToolbarSeparator3 = _interopRequireDefault(_ToolbarSeparator2);\n\nvar _ToolbarTitle2 = require('./ToolbarTitle');\n\nvar _ToolbarTitle3 = _interopRequireDefault(_ToolbarTitle2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nexports.Toolbar = _Toolbar3.default;\nexports.ToolbarGroup = _ToolbarGroup3.default;\nexports.ToolbarSeparator = _ToolbarSeparator3.default;\nexports.ToolbarTitle = _ToolbarTitle3.default;\nexports.default = _Toolbar3.default;","'use strict';\n\nvar reactIs = require('react-is');\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\n\n\nvar REACT_STATICS = {\n childContextTypes: true,\n contextType: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\nvar KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity: true\n};\nvar FORWARD_REF_STATICS = {\n '$$typeof': true,\n render: true,\n defaultProps: true,\n displayName: true,\n propTypes: true\n};\nvar MEMO_STATICS = {\n '$$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\nvar TYPE_STATICS = {};\nTYPE_STATICS[reactIs.ForwardRef] = FORWARD_REF_STATICS;\nTYPE_STATICS[reactIs.Memo] = MEMO_STATICS;\n\nfunction getStatics(component) {\n // React v16.11 and below\n if (reactIs.isMemo(component)) {\n  return MEMO_STATICS;\n } // React v16.12 and above\n\n\n return TYPE_STATICS[component['$$typeof']] || REACT_STATICS;\n}\n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n  // don't hoist over string (html) components\n  if (objectPrototype) {\n  var inheritedComponent = getPrototypeOf(sourceComponent);\n\n  if (inheritedComponent && inheritedComponent !== objectPrototype) {\n  hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n  }\n  }\n\n  var keys = getOwnPropertyNames(sourceComponent);\n\n  if (getOwnPropertySymbols) {\n  keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n  }\n\n  var targetStatics = getStatics(targetComponent);\n  var sourceStatics = getStatics(sourceComponent);\n\n  for (var i = 0; i < keys.length; ++i) {\n  var key = keys[i];\n\n  if (!KNOWN_STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n  var
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descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;","/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n return false;\n}\n\nexport default stubFalse;","import root from './_root.js';\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer : undefined,\n allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined;\n/**\n * Creates a clone of `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n */\nfunction cloneBuffer(buffer, isDeep) {\n if (isDeep) {\n return buffer.slice();\n }\n var length = buffer.length,\n result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);\n buffer.copy(result);\n return result;\n}\n\nexport default cloneBuffer;","/** A function that accepts a potential \"extra argument\" value to be injected later,\r\n * and returns an instance of the thunk middleware that uses that value\r\n */\nfunction createThunkMiddleware(extraArgument) {\n // Standard Redux middleware definition pattern:\n // See: https://redux.js.org/tutorials/fundamentals/part-4-store#writing-custom-middleware\n var middleware = function middleware(_ref) {\n var dispatch = _ref.dispatch,\n getState = _ref.getState;\n return function (next) {\n return function (action) {\n // The thunk middleware looks for any functions that were passed to `store.dispatch`.\n // If this \"action\" is really a function, call it and return the result.\n if (typeof action === 'function') {\n // Inject the store's `dispatch` and `getState` methods, as well as any \"extra arg\"\n return action(dispatch, getState, extraArgument);\n } // Otherwise, pass the action down the middleware chain as usual\n\n\n return next(action);\n };\n };\n };\n\n return middleware;\n}\n\nvar thunk = createThunkMiddleware(); // Attach the factory function so users can create a customized version\n// with whatever \"extra arg\" they want to inject into their thunks\n\nthunk.withExtraArgument = createThunkMiddleware;\nexport default thunk;","export default function _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}","import defineProperty from \"./defineProperty\";\nexport default function _objectSpread(target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i] != null ? arguments[i] : {};\n var ownKeys = Object.keys(source);\n\n if (typeof Object.getOwnPropertySymbols === 'function') {\n ownKeys = ownKeys.concat(Object.getOwnPropertySymbols(source).filter(function (sym) {\n return Object.getOwnPropertyDescriptor(source, sym).enumerable;\n }));\n }\n\n ownKeys.forEach(function (key) {\n defineProperty(target, key, source[key]);\n });\n }\n\n return target;\n}","/** @license React v16.14.0\n * react.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar l = require(\"object-assign\"),\n n = \"function\" === typeof Symbol && Symbol.for,\n p = n ? Symbol.for(\"react.element\") : 60103,\n q = n ? Symbol.for(\"react.portal\") : 60106,\n r = n ? Symbol.for(\"react.fragment\") : 60107,\n t = n ? Symbol.for(\"react.strict_mode\") : 60108,\n u = n ? Symbol.for(\"react.profiler\") : 60114,\n v = n ? Symbol.for(\"react.provider\") : 60109,\n w = n ? Symbol.for(\"react.context\") : 60110,\n x = n ? Symbol.for(\"react.forward_ref\") : 60112,\n y = n ? Symbol.for(\"react.suspense\") : 60113,\n z = n ? Symbol.for(\"react.memo\") : 60115,\n A = n ? Symbol.for(\"react.lazy\") : 60116,\n B = \"function\" === typeof Symbol && Symbol.iterator;\n\nfunction C(a) {\n for (var b = \"https://reactjs.org/docs/error-decoder.html?invariant=\" + a, c = 1; c < arguments.length; c++) {\n b += \"&args[]=\" +

encodeURIComponent(arguments[c]);\n }\n\n return \"Minified React error #\" + a + \"; visit \" + b + \" for the full message
or use the non-minified dev environment for full errors and additional helpful warnings.\";\n}\n\nvar D = {\n isMounted: function isMounted() {\n return !1;\n },\n enqueueForceUpdate: function enqueueForceUpdate() {},\n enqueueReplaceState: function enqueueReplaceState() {},\n enqueueSetState: function enqueueSetState() {}\n},\n E = {};\n\nfunction F(a, b, c) {\n this.props = a;\n this.context = b;\n this.refs = E;\n this.updater = c || D;\n}\n\nF.prototype.isReactComponent = {};\n\nF.prototype.setState = function (a, b) {\n if (\"object\" !== typeof a && \"function\" !== typeof a && null != a) throw Error(C(85));\n this.updater.enqueueSetState(this, a, b, \"setState\");\n};\n\nF.prototype.forceUpdate = function (a) {\n this.updater.enqueueForceUpdate(this, a, \"forceUpdate\");\n};\n\nfunction G() {}\n\nG.prototype = F.prototype;\n\nfunction H(a, b, c) {\n this.props = a;\n this.context = b;\n this.refs = E;\n this.updater = c || D;\n}\n\nvar I = H.prototype = new G();\nI.constructor = H;\nl(I, F.prototype);\nI.isPureReactComponent = !0;\nvar J = {\n current: null\n},\n K = Object.prototype.hasOwnProperty,\n L = {\n key: !0,\n ref: !0,\n __self: !0,\n __source: !0\n};\n\nfunction M(a, b, c) {\n var e,\n d = {},\n g = null,\n k = null;\n if (null != b) for (e in void 0 !== b.ref && (k = b.ref), void 0 !== b.key && (g = \"\" + b.key), b) {\n K.call(b, e) && !L.hasOwnProperty(e) && (d[e] = b[e]);\n }\n var f = arguments.length - 2;\n if (1 === f) d.children = c;else if (1 < f) {\n for (var h = Array(f), m = 0; m < f; m++) {\n h[m] = arguments[m + 2];\n }\n\n d.children = h;\n }\n if (a && a.defaultProps) for (e in f = a.defaultProps, f) {\n void 0 === d[e] && (d[e] = f[e]);\n }\n return {\n $$typeof: p,\n type: a,\n key: g,\n ref: k,\n props: d,\n _owner: J.current\n };\n}\n\nfunction N(a, b) {\n return {\n $$typeof: p,\n type: a.type,\n key: b,\n ref: a.ref,\n
props: a.props,\n _owner: a._owner\n };\n}\n\nfunction O(a) {\n return \"object\" === typeof a && null !== a && a.$$typeof === p;\n}\n\nfunction escape(a) {\n var b = {\n \"=\": \"=0\",\n \":\": \"=2\"\n };\n return \"$\" + (\"\" + a).replace(/[=:]/g, function (a) {\n return b[a];\n });\n}\n\nvar P = /\\/+/g,\n Q = [];\n\nfunction R(a, b, c, e) {\n if (Q.length) {\n var d = Q.pop();\n d.result = a;\n d.keyPrefix = b;\n d.func = c;\n d.context = e;\n d.count = 0;\n return d;\n }\n\n return {\n result: a,\n keyPrefix: b,\n func: c,\n context: e,\n count: 0\n };\n}\n\nfunction S(a) {\n a.result = null;\n a.keyPrefix = null;\n a.func = null;\n a.context = null;\n a.count = 0;\n 10 > Q.length && Q.push(a);\n}\n\nfunction T(a, b, c, e) {\n var d = typeof a;\n if (\"undefined\" === d || \"boolean\" === d) a = null;\n var g = !1;\n if (null === a) g = !0;else switch (d) {\n case \"string\":\n case \"number\":\n
g = !0;\n break;\n\n case \"object\":\n switch (a.$$typeof) {\n case p:\n case q:\n g = !0;\n }\n\n }\n if (g) return c(e, a, \"\" === b ? \".\" + U(a, 0) : b), 1;\n g = 0;\n b = \"\" === b ? \".\" : b + \":\";\n if (Array.isArray(a)) for (var k = 0; k < a.length; k++) {\n d = a[k];\n var f = b + U(d, k);\n g += T(d, f, c, e);\n } else if (null === a || \"object\" !== typeof a ? f = null : (f = B && a[B] || a[\"@@iterator\"], f = \"function\" === typeof f ? f : null), \"function\" === typeof f) for (a = f.call(a), k = 0; !(d = a.next()).done;) {\n d = d.value, f = b + U(d, k++), g += T(d, f, c, e);\n } else if (\"object\" === d) throw c = \"\" + a, Error(C(31, \"[object Object]\" === c ? \"object with keys {\" + Object.keys(a).join(\", \") + \"}\" : c, \"\"));\n return g;\n}\n\nfunction V(a, b, c) {\n return null == a ? 0 : T(a, \"\", b, c);\n}\n\nfunction U(a, b) {\n return \"object\" === typeof a && null !== a && null != a.key ? escape(a.key) : b.toString(36);\n}\n\nfunction W(a, b) {\n a.func.call(a.context, b, a.count++);\n}\n\nfunction aa(a, b, c) {\n var e = a.result,\n d = a.keyPrefix;\n a = a.func.call(a.context, b, a.count++);\n Array.isArray(a) ? X(a, e, c, function (a) {\n return a;\n }) : null != a && (O(a) && (a = N(a, d + (!a.key || b && b.key === a.key ? \"\" : (\"\" + a.key).replace(P, \"$&/\") + \"/\") + c)), e.push(a));\n}\n\nfunction X(a, b, c, e, d) {\n var g = \"\";\n null != c && (g = (\"\" + c).replace(P, \"$&/\") + \"/\");\n b = R(b, g, e, d);\n V(a, aa, b);\n S(b);\n}\n\nvar Y = {\n current: null\n};\n\nfunction Z() {\n var a = Y.current;\n if (null === a) throw Error(C(321));\n return a;\n}\n\nvar ba = {\n ReactCurrentDispatcher: Y,\n ReactCurrentBatchConfig: {\n suspense: null\n },\n ReactCurrentOwner: J,\n IsSomeRendererActing: {\n current: !1\n },\n assign: l\n};\nexports.Children = {\n map: function map(a, b, c) {\n if (null == a) return
a;\n var e = [];\n X(a, e, null, b, c);\n return e;\n },\n forEach: function forEach(a, b, c) {\n if (null == a) return a;\n b = R(null, null, b, c);\n V(a, W, b);\n S(b);\n },\n count: function count(a) {\n return V(a,

function () {\n return null;\n }, null);\n },\n toArray: function toArray(a) {\n var b = [];\n X(a, b, null, function (a) {\n return a;\n });\n return b;\n },\n only: function only(a) {\n if (!O(a)) throw Error(C(143));\n return a;\n }\n};\nexports.Component = F;\nexports.Fragment = r;\nexports.Profiler = u;\nexports.PureComponent = H;\nexports.StrictMode = t;\nexports.Suspense = y;\nexports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED = ba;\n\nexports.cloneElement = function (a, b, c) {\n if (null === a || void 0 === a) throw Error(C(267, a));\n var e = l({}, a.props),\n d = a.key,\n g = a.ref,\n k = a._owner;\n\n if (null != b) {\n void 0 !== b.ref && (g = b.ref, k = J.current);\n
void 0 !== b.key && (d = \"\" + b.key);\n if (a.type && a.type.defaultProps) var f = a.type.defaultProps;\n\n for (h in b) {\n K.call(b, h) && !L.hasOwnProperty(h) && (e[h] = void 0 === b[h] && void 0 !== f ? f[h] : b[h]);\n }\n }\n\n var h = arguments.length - 2;\n if (1 === h) e.children = c;else if (1 < h) {\n f = Array(h);\n\n for (var m = 0; m < h; m++) {\n f[m] = arguments[m + 2];\n }\n\n e.children = f;\n }\n return {\n $$typeof: p,\n type: a.type,\n key: d,\n ref: g,\n props: e,\n _owner: k\n };\n};\n\nexports.createContext = function (a, b) {\n void 0 === b && (b = null);\n a = {\n $$typeof: w,\n _calculateChangedBits: b,\n _currentValue: a,\n _currentValue2: a,\n _threadCount: 0,\n Provider: null,\n Consumer: null\n };\n a.Provider = {\n $$typeof: v,\n _context: a\n };\n return a.Consumer = a;\n};\n\nexports.createElement = M;\n\nexports.createFactory = function (a) {\n var b = M.bind(null, a);\n b.type = a;\n return b;\n};\n\nexports.createRef = function () {\n return {\n current: null\n };\n};\n\nexports.forwardRef = function (a) {\n return {\n $$typeof: x,\n render: a\n };\n};\n\nexports.isValidElement = O;\n\nexports.lazy = function (a) {\n return {\n $$typeof: A,\n _ctor: a,\n _status: -1,\n _result: null\n };\n};\n\nexports.memo = function (a, b) {\n return {\n $$typeof: z,\n type: a,\n compare: void 0 === b ? null : b\n };\n};\n\nexports.useCallback = function (a, b) {\n return Z().useCallback(a, b);\n};\n\nexports.useContext = function (a, b) {\n return Z().useContext(a, b);\n};\n\nexports.useDebugValue = function () {};\n\nexports.useEffect = function (a, b) {\n return Z().useEffect(a, b);\n};\n\nexports.useImperativeHandle = function (a, b, c) {\n return Z().useImperativeHandle(a, b, c);\n};\n\nexports.useLayoutEffect = function (a, b) {\n return Z().useLayoutEffect(a, b);\n};\n\nexports.useMemo = function
(a, b) {\n return Z().useMemo(a, b);\n};\n\nexports.useReducer = function (a, b, c) {\n return Z().useReducer(a, b, c);\n};\n\nexports.useRef = function (a) {\n return Z().useRef(a);\n};\n\nexports.useState = function (a) {\n return Z().useState(a);\n};\n\nexports.version = \"16.14.0\";","/** @license React v16.14.0\n * react-dom.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n/*\n Modernizr 3.0.0pre (Custom Build) | MIT\n*/\n'use strict';\n\nvar aa = require(\"react\"),\n n = require(\"object-assign\"),\n r = require(\"scheduler\");\n\nfunction u(a) {\n for (var b = \"https://reactjs.org/docs/error-decoder.html?invariant=\" + a, c = 1; c < arguments.length; c++) {\n b += \"&args[]=\" + encodeURIComponent(arguments[c]);\n }\n\n return \"Minified React error #\" + a + \"; visit \" + b + \" for the full message
or use the non-minified dev environment for full errors and additional helpful warnings.\";\n}\n\nif (!aa) throw Error(u(227));\n\nfunction ba(a, b, c, d, e, f, g, h, k) {\n var l = Array.prototype.slice.call(arguments, 3);\n\n try {\n b.apply(c, l);\n } catch (m) {\n this.onError(m);\n }\n}\n\nvar da = !1,\n ea = null,\n fa = !1,\n ha = null,\n ia = {\n onError: function onError(a) {\n da = !0;\n ea = a;\n }\n};\n\nfunction ja(a, b, c, d, e, f, g, h, k) {\n da = !1;\n ea = null;\n ba.apply(ia, arguments);\n}\n\nfunction ka(a, b, c, d, e, f, g, h, k) {\n ja.apply(this, arguments);\n\n if (da) {\n if (da) {\n var l = ea;\n da = !1;\n ea = null;\n } else throw Error(u(198));\n\n fa || (fa = !0, ha = l);\n }\n}\n\nvar la = null,\n ma = null,\n na = null;\n\nfunction oa(a, b, c) {\n var d = a.type || \"unknown-event\";\n a.currentTarget = na(c);\n ka(d, b, void 0, a);\n a.currentTarget = null;\n}\n\nvar pa = null,\n
qa = {};\n\nfunction ra() {\n if (pa) for (var a in qa) {\n var b = qa[a],\n c = pa.indexOf(a);\n if (!(-1 < c)) throw Error(u(96, a));\n\n if (!sa[c]) {\n if (!b.extractEvents) throw Error(u(97, a));\n sa[c] = b;\n c = b.eventTypes;\n\n for (var d in c) {\n var e = void 0;\n var f = c[d],\n g = b,\n h = d;\n

if (ta.hasOwnProperty(h)) throw Error(u(99, h));\n ta[h] = f;\n var k = f.phasedRegistrationNames;\n\n if (k) {\n for (e in k) {\n k.hasOwnProperty(e) && ua(k[e], g, h);\n }\n\n e = !0;\n } else f.registrationName ? (ua(f.registrationName, g, h), e = !0) : e = !1;\n\n if (!e) throw Error(u(98, d, a));\n }\n }\n }\n}\n\nfunction ua(a, b, c) {\n if (va[a]) throw Error(u(100, a));\n va[a] = b;\n wa[a] = b.eventTypes[c].dependencies;\n}\n\nvar sa = [],\n ta = {},\n va = {},\n wa = {};\n\nfunction xa(a) {\n var b = !1,\n c;\n\n for (c in a) {\n if (a.hasOwnProperty(c)) {\n var d = a[c];\n\n if (!qa.hasOwnProperty(c) || qa[c] !== d) {\n if (qa[c]) throw Error(u(102, c));\n qa[c] = d;\n b = !0;\n }\n }\n }\n\n b && ra();\n}\n\nvar ya = !(\"undefined\" === typeof window || \"undefined\" === typeof window.document || \"undefined\" === typeof window.document.createElement),\n za = null,\n Aa = null,\n Ba = null;\n\nfunction Ca(a) {\n if (a = ma(a)) {\n if (\"function\" !== typeof za) throw Error(u(280));\n var b = a.stateNode;\n b && (b = la(b), za(a.stateNode, a.type, b));\n }\n}\n\nfunction Da(a) {\n Aa ? Ba ? Ba.push(a) : Ba = [a] : Aa = a;\n}\n\nfunction Ea() {\n if (Aa) {\n var a = Aa,\n b = Ba;\n Ba = Aa = null;\n Ca(a);\n if (b) for (a = 0; a < b.length; a++) {\n Ca(b[a]);\n }\n }\n}\n\nfunction Fa(a, b) {\n return a(b);\n}\n\nfunction Ga(a, b, c, d, e) {\n return a(b, c, d, e);\n}\n\nfunction Ha() {}\n\nvar Ia = Fa,\n Ja = !1,\n Ka = !1;\n\nfunction La() {\n if (null !== Aa || null !== Ba) Ha(), Ea();\n}\n\nfunction Ma(a, b, c) {\n if (Ka) return a(b, c);\n Ka = !0;\n\n try {\n return Ia(a, b, c);\n } finally {\n Ka = !1, La();\n }\n}\n\nvar Na = /^[:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD][:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD\\-.0-9\\u00B7\\u0300-\\u036F\\u203F-\\u2040]*$/,\n Oa = Object.prototype.hasOwnProperty,\n Pa = {},\n Qa = {};\n\nfunction Ra(a) {\n if (Oa.call(Qa, a)) return !0;\n if (Oa.call(Pa, a)) return !1;\n if (Na.test(a)) return Qa[a] = !0;\n Pa[a] = !0;\n return !1;\n}\n\nfunction Sa(a, b, c, d) {\n if (null !== c && 0 === c.type) return !1;\n\n switch (typeof b) {\n case \"function\":\n case \"symbol\":\n return !0;\n\n case \"boolean\":\n if (d) return !1;\n if (null !== c) return !c.acceptsBooleans;\n a = a.toLowerCase().slice(0, 5);\n return \"data-\" !== a && \"aria-\" !== a;\n\n default:\n return !1;\n }\n}\n\nfunction Ta(a, b, c, d) {\n if (null === b || \"undefined\" === typeof b || Sa(a, b, c, d)) return !0;\n if (d) return !1;\n if (null !== c) switch (c.type) {\n case 3:\n return !b;\n\n case 4:\n return !1 === b;\n\n case 5:\n return isNaN(b);\n\n case 6:\n return isNaN(b) || 1 > b;\n }\n return !1;\n}\n\nfunction v(a, b, c, d, e, f) {\n this.acceptsBooleans = 2 === b || 3 === b || 4 === b;\n this.attributeName = d;\n this.attributeNamespace = e;\n this.mustUseProperty = c;\n this.propertyName = a;\n this.type = b;\n this.sanitizeURL = f;\n}\n\nvar C = {};\n\"children dangerouslySetInnerHTML defaultValue defaultChecked innerHTML suppressContentEditableWarning suppressHydrationWarning style\".split(\" \").forEach(function (a) {\n C[a] = new v(a, 0, !1, a, null, !1);\n});\n[[\"acceptCharset\", \"accept-charset\"], [\"className\", \"class\"], [\"htmlFor\", \"for\"], [\"httpEquiv\", \"http-equiv\"]].forEach(function (a) {\n var b = a[0];\n C[b] = new v(b, 1, !1, a[1], null, !1);\n});\n[\"contentEditable\", \"draggable\", \"spellCheck\", \"value\"].forEach(function (a) {\n C[a] = new v(a, 2, !1, a.toLowerCase(), null, !1);\n});\n[\"autoReverse\", \"externalResourcesRequired\", \"focusable\", \"preserveAlpha\"].forEach(function (a) {\n C[a] = new v(a, 2, !1, a, null, !1);\n});\n\"allowFullScreen async autoFocus autoPlay controls default defer disabled disablePictureInPicture formNoValidate hidden loop noModule noValidate open playsInline readOnly required reversed scoped seamless itemScope\".split(\" \").forEach(function (a) {\n C[a] = new v(a, 3, !1, a.toLowerCase(), null, !1);\n});\n[\"checked\", \"multiple\", \"muted\", \"selected\"].forEach(function (a) {\n C[a] = new v(a, 3, !0, a, null, !1);\n});\n[\"capture\", \"download\"].forEach(function (a) {\n C[a] = new v(a, 4, !1, a, null, !1);\n});\n[\"cols\", \"rows\", \"size\", \"span\"].forEach(function (a) {\n C[a] = new v(a, 6, !1, a, null, !1);\n});\n[\"rowSpan\", \"start\"].forEach(function (a) {\n C[a] = new v(a, 5, !1, a.toLowerCase(), null, !1);\n});\nvar Ua = /[\\-:]([a-z])/g;\n\nfunction Va(a) {\n return a[1].toUpperCase();\n}\n\n\"accent-height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-rule color-interpolation color-interpolation-filters color-profile color-rendering dominant-baseline enable-background fill-opacity fill-rule flood-color flood-opacity font-family font-size font-size-adjust font-stretch font-

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style font-variant font-weight glyph-name glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing lighting-color marker-end marker-mid marker-start
 overline-position overline-thickness paint-order panose-1 pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-origin-y word-spacing writing-mode xmlns:xlink x-height\".split(\" \").forEach(function (a) {\n  var b = a.replace(Ua, Va);\n  C[b] = new v(b, 1, !1, a, null, !1);\n});\n\"xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title xlink:type\".split(\" \").forEach(function (a) {\n  var b = a.replace(Ua, Va);\n  C[b] = new v(b, 1, !1, a, \"http://www.w3.org/1999/xlink\", !1);\n});\n[\"xml:base\", \"xml:lang\", \"xml:space\"].forEach(function (a) {\n  var b = a.replace(Ua, Va);\n  C[b] = new v(b, 1, !1, a, \"http://www.w3.org/XML/1998/namespace\", !1);\n});\n[\"tabIndex\", \"crossOrigin\"].forEach(function (a) {\n  C[a] = new v(a, 1, !1, a.toLowerCase(), null, !1);\n});\nC.xlinkHref = new v(\"xlinkHref\", 1, !1, \"xlink:href\", \"http://www.w3.org/1999/xlink\", !0);\n[\"src\", \"href\", \"action\", \"formAction\"].forEach(function (a) {\n  C[a] = new v(a, 1, !1, a.toLowerCase(), null, !0);\n});\nvar Wa = aa.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED;\nWa.hasOwnProperty(\"ReactCurrentDispatcher\") || (Wa.ReactCurrentDispatcher = {\n  current: null\n});\nWa.hasOwnProperty(\"ReactCurrentBatchConfig\") || (Wa.ReactCurrentBatchConfig = {\n  suspense: null\n});\n\nfunction Xa(a, b, c, d) {\n  var e = C.hasOwnProperty(b) ? C[b] : null;\n  var f = null !== e ? 0 === e.type : d ? !1 : !(2 < b.length) || \"o\" !== b[0] && \"O\" !== b[0] || \"n\" !== b[1] && \"N\" !== b[1] ? !1 : !0;\n  f || (Ta(b, c, e, d) && (c = null), d || null === e ? Ra(b) && (null === c ?
 a.removeAttribute(b) : a.setAttribute(b, \"\" + c)) : e.mustUseProperty ? a[e.propertyName] = null === c ? 3 === e.type ? !1 : \"\" : c : (b = e.attributeName, d = e.attributeNamespace, null === c ? a.removeAttribute(b) : (e = e.type, c = 3 === e || 4 === e && !0 === c ? \"\" : \"\" + c, d ? a.setAttributeNS(d, b, c) : a.setAttribute(b, c))));\n}\n\nvar Ya = /^(.*)[\\\\\\/]/,\n    E = \"function\" === typeof Symbol && Symbol.for,\n    Za = E ? Symbol.for(\"react.element\") : 60103,\n    $a = E ? Symbol.for(\"react.portal\") : 60106,\n    ab = E ? Symbol.for(\"react.fragment\") : 60107,\n    bb = E ? Symbol.for(\"react.strict_mode\") : 60108,\n    cb = E ? Symbol.for(\"react.profiler\") : 60114,\n    db = E ? Symbol.for(\"react.provider\") : 60109,\n    eb = E ? Symbol.for(\"react.context\") : 60110,\n    fb = E ? Symbol.for(\"react.concurrent_mode\") : 60111,\n    gb = E ? Symbol.for(\"react.forward_ref\") : 60112,\n    hb = E ? Symbol.for(\"react.suspense\") : 60113,\n    ib = E ? Symbol.for(\"react.suspense_list\")
 : 60120,\n    jb = E ? Symbol.for(\"react.memo\") : 60115,\n    kb = E ? Symbol.for(\"react.lazy\") : 60116,\n    lb = E ? Symbol.for(\"react.block\") : 60121,\n    mb = \"function\" === typeof Symbol && Symbol.iterator;\n\nfunction nb(a) {\n  if (null === a || \"object\" !== typeof a) return null;\n  a = mb && a[mb] || a[\"@@iterator\"];\n  return \"function\" === typeof a ? a : null;\n}\n\nfunction ob(a) {\n  if (-1 === a._status) {\n    a._status = 0;\n    var b = a._ctor;\n    b = b();\n    a._result = b;\n    b.then(function (b) {\n      0 === a._status && (b = b.default, a._status = 1, a._result = b);\n    }, function (b) {\n      0 === a._status && (a._status = 2, a._result = b);\n    });\n  }\n}\n\nfunction pb(a) {\n  if (null == a) return null;\n  if (\"function\" === typeof a) return a.displayName || a.name || null;\n  if (\"string\" === typeof a) return a;\n\n  switch (a) {\n    case ab:\n      return \"Fragment\";\n\n    case $a:\n      return \"Portal\";\n\n    case cb:\n      return \"Profiler\";\n\n    case bb:\n      return \"StrictMode\";\n\n    case hb:\n      return \"Suspense\";\n\n    case ib:\n      return \"SuspenseList\";\n  }\n\n  if (\"object\" === typeof a) switch (a.$$typeof) {\n    case eb:\n      return \"Context.Consumer\";\n\n    case db:\n      return \"Context.Provider\";\n\n    case gb:\n      var b = a.render;\n      b = b.displayName || b.name || \"\";\n      return a.displayName || (\"\" !== b ? \"ForwardRef(\" + b + \")\" : \"ForwardRef\");\n\n    case jb:\n      return pb(a.type);\n\n    case lb:\n      return pb(a.render);\n\n    case kb:\n      if (a = 1 === a._status ? a._result : null) return pb(a);\n  }\n  return null;\n}\n\nfunction qb(a) {\n  var b = \"\";\n\n  do {\n    a: switch (a.tag) {\n      case 3:\n      case 4:\n      case 6:\n      case 7:\n      case 10:\n      case 9:\n        var c = \"\";\n        break a;\n\n      default:\n        var d = a._debugOwner,\n        e = a._debugSource,\n
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f = pb(a.type);\n c = null;\n d && (c = pb(d.type));\n d = f;\n f = \"\";\n e ? f = \" (at \" + e.fileName.replace(Ya, \"\") + \":\" + e.lineNumber + \")\" : c && (f = \" (created by \" + c + \")\");\n c = \"\\n in \" + (d || \"Unknown\") + f;\n }\n\n b += c;\n a = a.return;\n } while (a);\n\n return b;\n}\n\nfunction rb(a) {\n switch (typeof a) {\n case \"boolean\":\n case \"number\":\n case \"object\":\n case \"string\":\n case \"undefined\":\n return a;\n\n default:\n return \"\";\n }\n}\n\nfunction sb(a) {\n var b = a.type;\n return (a = a.nodeName) && \"input\" === a.toLowerCase() && (\"checkbox\" === b || \"radio\" === b);\n}\n\nfunction tb(a) {\n var b = sb(a) ? \"checked\" : \"value\",\n c = Object.getOwnPropertyDescriptor(a.constructor.prototype, b),\n d = \"\" + a[b];\n\n if (!a.hasOwnProperty(b) && \"undefined\" !== typeof c && \"function\" === typeof c.get && \"function\" === typeof c.set) {\n var e = c.get,\n f = c.set;\n Object.defineProperty(a, b, {\n configurable: !0,\n get: function get() {\n return e.call(this);\n },\n set: function set(a) {\n d = \"\" + a;\n f.call(this, a);\n }\n });\n Object.defineProperty(a, b, {\n enumerable: c.enumerable\n });\n return {\n getValue: function getValue() {\n return d;\n },\n setValue: function setValue(a) {\n d = \"\" + a;\n },\n stopTracking: function stopTracking() {\n a._valueTracker = null;\n delete a[b];\n }\n };\n }\n}\n\nfunction xb(a) {\n a._valueTracker || (a._valueTracker = tb(a));\n}\n\nfunction yb(a) {\n if (!a) return !1;\n var b = a._valueTracker;\n if (!b) return !0;\n var c = b.getValue();\n var d = \"\";\n a && (d = sb(a) ? a.checked ? \"true\" : \"false\" : a.value);\n a = d;\n return a !== c ? (b.setValue(a), !0) : !1;\n}\n\nfunction zb(a, b) {\n var c = b.checked;\n return n({}, b, {\n defaultChecked: void 0,\n defaultValue: void 0,\n value: void 0,\n checked: null != c ? c : a._wrapperState.initialChecked\n });\n}\n\nfunction Ab(a, b) {\n var c = null == b.defaultValue ? \"\" : b.defaultValue,\n d = null != b.checked ? b.checked : b.defaultChecked;\n c = rb(null != b.value ? b.value : c);\n a._wrapperState = {\n initialChecked: d,\n initialValue: c,\n controlled: \"checkbox\" === b.type || \"radio\" === b.type ? null != b.checked : null != b.value\n };\n}\n\nfunction Bb(a, b) {\n b = b.checked;\n null != b && Xa(a, \"checked\", b, !1);\n}\n\nfunction Cb(a, b) {\n Bb(a, b);\n var c = rb(b.value),\n d = b.type;\n if (null != c) {\n if (\"number\" === d) {\n if (0 === c && \"\" === a.value || a.value != c) a.value = \"\" + c;\n } else a.value !== \"\" + c && (a.value = \"\" + c);\n } else if (\"submit\" === d || \"reset\" === d) {\n a.removeAttribute(\"value\");\n return;\n }\n b.hasOwnProperty(\"value\") ? Db(a, b.type, c) : b.hasOwnProperty(\"defaultValue\") && Db(a, b.type, rb(b.defaultValue));\n null == b.checked && null != b.defaultChecked && (a.defaultChecked = !!b.defaultChecked);\n}\n\nfunction Eb(a, b, c) {\n if (b.hasOwnProperty(\"value\") || b.hasOwnProperty(\"defaultValue\")) {\n var d = b.type;\n if (!(\"submit\" !== d && \"reset\" !== d || void 0 !== b.value && null !== b.value)) return;\n b = \"\" + a._wrapperState.initialValue;\n c || b === a.value || (a.value = b);\n a.defaultValue = b;\n }\n\n c = a.name;\n \"\" !== c && (a.name = \"\");\n a.defaultChecked = !!a._wrapperState.initialChecked;\n \"\" !== c && (a.name = c);\n}\n\nfunction Db(a, b, c) {\n if (\"number\" !== b || a.ownerDocument.activeElement !== a) null == c ? a.defaultValue = \"\" + a._wrapperState.initialValue : a.defaultValue !== \"\" + c && (a.defaultValue = \"\" + c);\n}\n\nfunction Fb(a) {\n var b = \"\";\n aa.Children.forEach(a,
 function (a) {\n null != a && (b += a);\n });\n return b;\n}\n\nfunction Gb(a, b) {\n a = n({\n children: void 0\n }, b);\n if (b = Fb(b.children)) a.children = b;\n return a;\n}\n\nfunction Hb(a, b, c, d) {\n a = a.options;\n\n if (b) {\n b = {};\n\n for (var e = 0; e < c.length; e++) {\n b[\"$\" + c[e]] = !0;\n }\n\n for (c = 0; c < a.length; c++) {\n e = b.hasOwnProperty(\"$\" + a[c].value), a[c].selected !== e && (a[c].selected = e), e && d && (a[c].defaultSelected = !0);\n }\n } else {\n c = \"\" + rb(c);\n b = null;\n\n for (e = 0; e < a.length; e++) {\n if (a[e].value === c) {\n a[e].selected = !0;\n d && (a[e].defaultSelected = !0);\n return;\n }\n\n null !== b || a[e].disabled || (b = a[e]);\n }\n\n null !== b && (b.selected = !0);\n }\n}\n\nfunction Ib(a, b) {\n if (null != b.dangerouslySetInnerHTML) throw Error(u(91));\n return n({}, b, {\n value: void 0,\n defaultValue: void 0,\n children: \"\" + a._wrapperState.initialValue\n });\n}\n\nfunction Jb(a, b) {\n var c = b.value;\n\n if (null == c) {\n c = b.children;\n b = b.defaultValue;\n\n if (null != c) {\n if (null != b) throw Error(u(92));\n\n if (Array.isArray(c)) {\n if (!(1 >= c.length)) throw Error(u(93));\n c = c[0];\n }\n\n b = c;\n }\n\n null == b && (b = \"\");\n c = b;\n }\n\n a._wrapperState = {\n initialValue: rb(c)\n };\n}\n\nfunction Kb(a, b) {\n var c = rb(b.value),\n d = rb(b.defaultValue);\n null != c && (c = \"\" + c, c !==
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a.value && (a.value = c), null == b.defaultValue && a.defaultValue !== c && (a.defaultValue = c));\n  null != d
&& (a.defaultValue = \"\" + d);\n}\n\nfunction Lb(a) {\n  var b = a.textContent;\n  b ===
a._wrapperState.initialValue && \"\" !== b && null !== b && (a.value = b);\n}\n\nvar Mb = {\n  html:
\"http://www.w3.org/1999/xhtml\",\n  mathml: \"http://www.w3.org/1998/Math/MathML\",\n
  svg: \"http://www.w3.org/2000/svg\"\n};\n\nfunction Nb(a) {\n  switch (a) {\n    case \"svg\":\n      return
\"http://www.w3.org/2000/svg\";\n\n    case \"math\":\n      return \"http://www.w3.org/1998/Math/MathML\";\n\n
default:\n      return \"http://www.w3.org/1999/xhtml\";\n  }\n}\n\nfunction Ob(a, b) {\n  return null == a ||
\"http://www.w3.org/1999/xhtml\" === a ? Nb(b) : \"http://www.w3.org/2000/svg\" === a && \"foreignObject\"
=== b ? \"http://www.w3.org/1999/xhtml\" : a;\n}\n\nvar Pb,\n    Qb = function (a) {\n  return \"undefined\" !==
typeof MSApp && MSApp.execUnsafeLocalFunction ? function (b, c, d, e) {\n
MSApp.execUnsafeLocalFunction(function () {\n      return a(b, c, d, e);\n    });\n  } : a;\n}(function (a, b) {\n  if
(a.namespaceURI !== Mb.svg || \"innerHTML\" in a) a.innerHTML = b;else {\n    Pb = Pb ||
document.createElement(\"div\");\n    Pb.innerHTML = \"<svg>\" + b.valueOf().toString() + \"</svg>\";\n\n    for (b
= Pb.firstChild; a.firstChild;) {\n
      a.removeChild(a.firstChild);\n    }\n\n    for (; b.firstChild;) {\n      a.appendChild(b.firstChild);\n    }\n
}\n});\n\nfunction Rb(a, b) {\n  if (b) {\n    var c = a.firstChild;\n\n    if (c && c === a.lastChild && 3 ===
c.nodeType) {\n      c.nodeValue = b;\n      return;\n    }\n  }\n\n  a.textContent = b;\n}\n\nfunction Sb(a, b) {\n  var c
= {};\n  c[a.toLowerCase()] = b.toLowerCase();\n  c[\"Webkit\" + a] = \"webkit\" + b;\n  c[\"Moz\" + a] = \"moz\" +
b;\n  return c;\n}\n\nvar Tb = {\n  animationend: Sb(\"Animation\", \"AnimationEnd\"),\n  animationiteration:
Sb(\"Animation\", \"AnimationIteration\"),\n  animationstart: Sb(\"Animation\", \"AnimationStart\"),\n
transitionend: Sb(\"Transition\", \"TransitionEnd\")\n},\n    Ub = {},\n    Vb = {};\nya && (Vb =
document.createElement(\"div\").style, \"AnimationEvent\" in window || (delete Tb.animationend.animation, delete
Tb.animationiteration.animation, delete Tb.animationstart.animation), \"TransitionEvent\" in window || delete
 Tb.transitionend.transition);\n\nfunction Wb(a) {\n  if (Ub[a]) return Ub[a];\n  if (!Tb[a]) return a;\n  var b =
Tb[a],\n      c;\n\n  for (c in b) {\n    if (b.hasOwnProperty(c) && c in Vb) return Ub[a] = b[c];\n  }\n\n  return
a;\n}\n\nvar Xb = Wb(\"animationend\"),\n    Yb = Wb(\"animationiteration\"),\n    Zb = Wb(\"animationstart\"),\n
$b = Wb(\"transitionend\"),\n    ac = \"abort canplay canplaythrough durationchange emptied encrypted ended error
loadeddata loadedmetadata loadstart pause play playing progress ratechange seeked seeking stalled suspend
timeupdate volumechange waiting\".split(\" \"),\n    bc = new (\"function\" === typeof WeakMap ? WeakMap :
Map)();\n\nfunction cc(a) {\n  var b = bc.get(a);\n  void 0 === b && (b = new Map(), bc.set(a, b));\n  return
b;\n}\n\nfunction dc(a) {\n  var b = a,\n      c = a;\n  if (a.alternate) for (; b.return;) {\n    b = b.return;\n  } else {\n    a
= b;\n\n    do {\n      b = a, 0 !== (b.effectTag & 1026) && (c = b.return), a
 = b.return;\n    } while (a);\n  }\n  return 3 === b.tag ? c : null;\n}\n\nfunction ec(a) {\n  if (13 === a.tag) {\n    var b
= a.memoizedState;\n    null === b && (a = a.alternate, null !== a && (b = a.memoizedState));\n    if (null !== b)
return b.dehydrated;\n  }\n\n  return null;\n}\n\nfunction fc(a) {\n  if (dc(a) !== a) throw
Error(u(188));\n}\n\nfunction gc(a) {\n  var b = a.alternate;\n\n  if (!b) {\n    b = dc(a);\n    if (null === b) throw
Error(u(188));\n    return b !== a ? null : a;\n  }\n\n  for (var c = a, d = b;;) {\n    var e = c.return;\n    if (null === e)
break;\n    var f = e.alternate;\n\n    if (null === f) {\n      d = e.return;\n\n      if (null !== d) {\n        c = d;\n
continue;\n      }\n\n      break;\n    }\n\n    if (e.child === f.child) {\n      for (f = e.child; f;) {\n        if (f === c)
return fc(e), a;\n        if (f === d) return fc(e), b;\n        f = f.sibling;\n      }\n\n      throw Error(u(188));\n    }\n\n    if
(c.return !== d.return)
 c = e, d = f;else {\n      for (var g = !1, h = e.child; h;) {\n        if (h === c) {\n          g = !0;\n          c = e;\n          d =
f;\n          break;\n        }\n\n        if (h === d) {\n          g = !0;\n          d = e;\n          c = f;\n          break;\n        }\n\n
    h = h.sibling;\n      }\n\n      if (!g) {\n        for (h = f.child; h;) {\n          if (h === c) {\n            g = !0;\n            c =
f;\n            d = e;\n            break;\n          }\n\n          if (h === d) {\n            g = !0;\n            d = f;\n            c = e;\n
      break;\n          }\n\n          h = h.sibling;\n        }\n\n        if (!g) throw Error(u(189));\n      }\n    }\n    if (c.alternate
!== d) throw Error(u(190));\n  }\n\n  if (3 !== c.tag) throw Error(u(188));\n  return c.stateNode.current === c ? a :
b;\n}\n\nfunction hc(a) {\n  a = gc(a);\n  if (!a) return null;\n\n  for (var b = a;;) {\n    if (5 === b.tag || 6 === b.tag)
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return b;\n if (b.child)
 b.child.return = b, b = b.child;else {\n if (b === a) break;\n\n for (; !b.sibling;) {\n if (!b.return || b.return
=== a) return null;\n b = b.return;\n }\n\n b.sibling.return = b.return;\n b = b.sibling;\n }\n }\n\n
return null;\n}\n\nfunction ic(a, b) {\n if (null == b) throw Error(u(30));\n if (null == a) return b;\n\n if
(Array.isArray(a)) {\n if (Array.isArray(b)) return a.push.apply(a, b), a;\n a.push(b);\n return a;\n }\n\n return
Array.isArray(b) ? [a].concat(b) : [a, b];\n}\n\nfunction jc(a, b, c) {\n Array.isArray(a) ? a.forEach(b, c) : a &&
b.call(c, a);\n}\n\nvar kc = null;\n\nfunction lc(a) {\n if (a) {\n var b = a._dispatchListeners,\n c =
a._dispatchInstances;\n if (Array.isArray(b)) for (var d = 0; d < b.length && !a.isPropagationStopped(); d++) {\n
 oa(a, b[d], c[d]);\n } else b && oa(a, b, c);\n a._dispatchListeners = null;\n a._dispatchInstances = null;\n
a.isPersistent() || a.constructor.release(a);\n
  }\n}\n\nfunction mc(a) {\n null !== a && (kc = ic(kc, a));\n a = kc;\n kc = null;\n\n if (a) {\n jc(a, lc);\n if
(kc) throw Error(u(95));\n if (fa) throw a = ha, fa = !1, ha = null, a;\n }\n}\n\nfunction nc(a) {\n a = a.target ||
a.srcElement || window;\n a.correspondingUseElement && (a = a.correspondingUseElement);\n return 3 ===
a.nodeType ? a.parentNode : a;\n}\n\nfunction oc(a) {\n if (!ya) return !1;\n a = \"on\" + a;\n var b = (a in
document);\n b || (b = document.createElement(\"div\"), b.setAttribute(a, \"return;\"), b = \"function\" === typeof
b[a]);\n return b;\n}\n\nvar pc = [];\n\nfunction qc(a) {\n a.topLevelType = null;\n a.nativeEvent = null;\n
a.targetInst = null;\n a.ancestors.length = 0;\n 10 > pc.length && pc.push(a);\n}\n\nfunction rc(a, b, c, d) {\n if
(pc.length) {\n var e = pc.pop();\n e.topLevelType = a;\n e.eventSystemFlags = d;\n e.nativeEvent = b;\n
e.targetInst = c;\n return e;\n }\n\n
  return {\n topLevelType: a,\n eventSystemFlags: d,\n nativeEvent: b,\n targetInst: c,\n ancestors: []\n
};\n}\n\nfunction sc(a) {\n var b = a.targetInst,\n c = b;\n\n do {\n if (!c) {\n a.ancestors.push(c);\n
break;\n }\n\n var d = c;\n if (3 === d.tag) d = d.stateNode.containerInfo;else {\n for (; d.return;) {\n d
= d.return;\n }\n\n d = 3 !== d.tag ? null : d.stateNode.containerInfo;\n }\n if (!d) break;\n b = c.tag;\n
5 !== b && 6 !== b || a.ancestors.push(c);\n c = tc(d);\n } while (c);\n\n for (c = 0; c < a.ancestors.length; c++)
{\n b = a.ancestors[c];\n var e = nc(a.nativeEvent);\n d = a.topLevelType;\n var f = a.nativeEvent,\n g =
a.eventSystemFlags;\n 0 === c && (g |= 64);\n\n for (var h = null, k = 0; k < sa.length; k++) {\n var l =
sa[k];\n l && (l = l.extractEvents(d, b, f, e, g)) && (h = ic(h, l));\n }\n\n mc(h);\n }\n}\n\nfunction uc(a, b, c)
{\n
  if (!c.has(a)) {\n switch (a) {\n case \"scroll\":\n vc(b, \"scroll\", !0);\n break;\n\n case \"focus\":\n
  case \"blur\":\n vc(b, \"focus\", !0);\n vc(b, \"blur\", !0);\n c.set(\"blur\", null);\n c.set(\"focus\",
null);\n break;\n\n case \"cancel\":\n case \"close\":\n oc(a) && vc(b, a, !0);\n break;\n\n case
\"invalid\":\n case \"submit\":\n case \"reset\":\n break;\n\n default:\n -1 === ac.indexOf(a) &&
F(a, b);\n }\n\n c.set(a, null);\n }\n}\n\nvar wc,\n xc,\n yc,\n zc = !1,\n Ac = [],\n Bc = null,\n Cc =
null,\n Dc = null,\n Ec = new Map(),\n Fc = new Map(),\n Gc = [],\n Hc = \"mousedown mouseup
touchcancel touchend touchstart auxclick dblclick pointercancel pointerdown pointerup dragend dragstart drop
compositionend compositionstart keydown keypress keyup input textInput close cancel copy cut paste click change
contextmenu
 reset submit\".split(\" \"),\n Ic = \"focus blur dragenter dragleave mouseover mouseout pointerover pointerout
gotpointercapture lostpointercapture\".split(\" \");\n\nfunction Jc(a, b) {\n var c = cc(b);\n Hc.forEach(function (a)
{\n uc(a, b, c);\n });\n Ic.forEach(function (a) {\n uc(a, b, c);\n });\n}\n\nfunction Kc(a, b, c, d, e) {\n return
{\n blockedOn: a,\n topLevelType: b,\n eventSystemFlags: c | 32,\n nativeEvent: e,\n container: d\n
};\n}\n\nfunction Lc(a, b) {\n switch (a) {\n case \"focus\":\n case \"blur\":\n Bc = null;\n break;\n\n
case \"dragenter\":\n case \"dragleave\":\n Cc = null;\n break;\n\n case \"mouseover\":\n case
\"mouseout\":\n Dc = null;\n break;\n\n case \"pointerover\":\n case \"pointerout\":\n
Ec.delete(b.pointerId);\n break;\n\n case \"gotpointercapture\":\n case \"lostpointercapture\":\n
Fc.delete(b.pointerId);\n }\n}\n\nfunction Mc(a, b, c,
 d, e, f) {\n if (null === a || a.nativeEvent !== f) return a = Kc(b, c, d, e, f), null !== b && (b = Nc(b), null !== b
&& xc(b)), a;\n a.eventSystemFlags |= d;\n return a;\n}\n\nfunction Oc(a, b, c, d, e) {\n switch (b) {\n case

\"focus\":\n return Bc = Mc(Bc, a, b, c, d, e), !0;\n\n case \"dragenter\":\n return Cc = Mc(Cc, a, b, c, d, e), !0;\n\n case \"mouseover\":\n return Dc = Mc(Dc, a, b, c, d, e), !0;\n\n case \"pointerover\":\n var f = e.pointerId;\n Ec.set(f, Mc(Ec.get(f) || null, a, b, c, d, e));\n return !0;\n\n case \"gotpointercapture\":\n return f = e.pointerId, Fc.set(f, Mc(Fc.get(f) || null, a, b, c, d, e)), !0;\n }\n\n return !1;\n}\n\nfunction Pc(a) {\n var b = tc(a.target);\n\n if (null !== b) {\n var c = dc(b);\n if (null !== c) if (b = c.tag, 13 === b) {\n if (b = ec(c), null !== b) {\n a.blockedOn = b;\n r.unstable_runWithPriority(a.priority, function () {\n yc(c);\n });\n return;\n }\n } else if (3 === b && c.stateNode.hydrate) {\n a.blockedOn = 3 === c.tag ? c.stateNode.containerInfo : null;\n return;\n }\n }\n\n a.blockedOn = null;\n}\n\nfunction Qc(a) {\n if (null !== a.blockedOn) return !1;\n var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n\n if (null !== b) {\n var c = Nc(b);\n null !== c && xc(c);\n a.blockedOn = b;\n return !1;\n }\n\n return !0;\n}\n\nfunction Sc(a, b, c) {\n Qc(a) && c.delete(b);\n}\n\nfunction Tc() {\n for (zc = !1; 0 < Ac.length;) {\n var a = Ac[0];\n\n if (null !== a.blockedOn) {\n a = Nc(a.blockedOn);\n null !== a && wc(a);\n break;\n }\n\n var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n null !== b ? a.blockedOn = b : Ac.shift();\n }\n\n null !== Bc && Qc(Bc) && (Bc = null);\n null !== Cc && Qc(Cc) && (Cc = null);\n null !== Dc && Qc(Dc) && (Dc = null);\n Ec.forEach(Sc);\n Fc.forEach(Sc);\n}\n\nfunction Uc(a, b) {\n a.blockedOn === b && (a.blockedOn = null, zc || (zc = !0, r.unstable_scheduleCallback(r.unstable_NormalPriority, Tc)));\n}\n\nfunction Vc(a) {\n function b(b) {\n return Uc(b, a);\n }\n\n if (0 < Ac.length) {\n Uc(Ac[0], a);\n\n for (var c = 1; c < Ac.length; c++) {\n var d = Ac[c];\n d.blockedOn === a && (d.blockedOn = null);\n }\n }\n\n null !== Bc && Uc(Bc, a);\n null !== Cc && Uc(Cc, a);\n null !== Dc && Uc(Dc, a);\n Ec.forEach(b);\n Fc.forEach(b);\n\n for (c = 0; c < Gc.length; c++) {\n d = Gc[c], d.blockedOn === a && (d.blockedOn = null);\n }\n\n for (; 0 < Gc.length && (c = Gc[0], null === c.blockedOn);) {\n Pc(c), null === c.blockedOn && Gc.shift();\n }\n}\n\nvar Wc = {},\n Yc = new Map(),\n Zc = new Map(),\n $c = [\"abort\", \"abort\", Xb, \"animationEnd\", Yb, \"animationIteration\", Zb, \"animationStart\", \"canplay\", \"canPlay\", \"canplaythrough\", \"canPlayThrough\", \"durationchange\", \"durationChange\", \"emptied\", \"emptied\", \"encrypted\", \"encrypted\", \"ended\", \"ended\", \"error\", \"error\", \"gotpointercapture\", \"gotPointerCapture\", \"load\", \"load\", \"loadeddata\", \"loadedData\", \"loadedmetadata\", \"loadedMetadata\", \"loadstart\", \"loadStart\", \"lostpointercapture\", \"lostPointerCapture\", \"playing\", \"playing\", \"progress\", \"progress\", \"seeking\", \"seeking\", \"stalled\", \"stalled\", \"suspend\", \"suspend\", \"timeupdate\", \"timeUpdate\", $b, \"transitionEnd\", \"waiting\", \"waiting\"];\n\nfunction ad(a, b) {\n for (var c = 0; c < a.length; c += 2) {\n var d = a[c],\n e = a[c + 1],\n f = \"on\" + (e[0].toUpperCase() + e.slice(1));\n f = {\n phasedRegistrationNames: {\n bubbled: f,\n captured: f + \"Capture\"\n },\n dependencies: [d],\n eventPriority: b\n };\n Zc.set(d, b);\n Yc.set(d, f);\n Wc[e] = f;\n }\n}\n\nad(\"blur blur cancel cancel click click close close contextmenu contextMenu copy copy cut cut auxclick auxClick dblclick doubleClick dragend dragEnd dragstart dragStart drop drop focus focus input input invalid invalid keydown keyDown keypress keyPress keyup keyUp mousedown mouseDown mouseup mouseUp paste paste pause pause play play pointercancel pointerCancel pointerdown pointerDown pointerup pointerUp ratechange rateChange reset reset seeked seeked submit submit touchcancel touchCancel touchend touchEnd touchstart touchStart volumechange volumeChange\".split(\" \"), 0);\nad(\"drag drag dragenter dragEnter dragexit dragExit dragleave dragLeave dragover dragOver mousemove mouseMove mouseout mouseOut mouseover mouseOver pointermove pointerMove pointerout pointerOut pointerover pointerOver scroll scroll toggle toggle touchmove touchMove wheel wheel\".split(\" \"), 1);\nad($c, 2);\n\nfor (var bd = \"change selectionchange textInput compositionstart compositionend compositionupdate\".split(\" \"), cd = 0; cd < bd.length; cd++) {\n Zc.set(bd[cd], 0);\n}\n\nvar dd = r.unstable_UserBlockingPriority,\n ed = r.unstable_runWithPriority,\n fd = !0;\n\nfunction F(a, b) {\n vc(b, a, !1);\n}\n\nfunction vc(a, b, c) {\n var d = Zc.get(b);\n\n switch (void 0 === d ? 2 : d) {\n case 0:\n d = gd.bind(null, b, 1, a);\n break;\n\n case 1:\n d = hd.bind(null, b, 1, a);\n break;\n\n default:\n d = id.bind(null, b, 1, a);\n }\n\n c ? a.addEventListener(b, d, !0) : a.addEventListener(b, d, !1);\n}\n\nfunction gd(a, b, c, d) {\n Ja || Ha();\n var e = id,\n f = Ja;\n Ja = !0;\n\n try {\n Ga(e, a, b, c,

d);\n } finally {\n (Ja = f) || La();\n }\n}\n\nfunction hd(a, b, c, d) {\n ed(dd, id.bind(null, a, b, c, d));\n}\n\nfunction id(a, b, c, d) {\n if (fd) if (0 < Ac.length && -1 < Hc.indexOf(a)) a = Kc(null, a, b, c, d), Ac.push(a);else {\n var e = Rc(a, b, c, d);\n if (null === e) Lc(a, d);else if (-1 < Hc.indexOf(a)) a = Kc(e, a, b, c, d), Ac.push(a);else if (!Oc(e, a, b, c, d)) {\n Lc(a, d);\n a = rc(a, d, null, b);\n\n try {\n Ma(sc, a);\n } finally {\n qc(a);\n }\n }\n }\n}\n\nfunction Rc(a, b, c, d) {\n c = nc(d);\n c = tc(c);\n\n if (null !== c) {\n var e = dc(c);\n if (null === e) c = null;else {\n var f = e.tag;\n\n if (13 === f) {\n c = ec(e);\n if (null !== c) return c;\n c = null;\n } else if (3 === f) {\n if (e.stateNode.hydrate) return 3 === e.tag ? e.stateNode.containerInfo : null;\n c = null;\n } else e !== c && (c = null);\n }\n }\n\n a = rc(a, d, c, b);\n\n try {\n Ma(sc, a);\n } finally {\n qc(a);\n }\n\n return null;\n}\n\nvar jd = {\n animationIterationCount: !0,\n borderImageOutset: !0,\n borderImageSlice: !0,\n borderImageWidth: !0,\n boxFlex: !0,\n boxFlexGroup: !0,\n boxOrdinalGroup: !0,\n columnCount: !0,\n columns: !0,\n flex: !0,\n flexGrow: !0,\n flexPositive: !0,\n flexShrink: !0,\n flexNegative: !0,\n flexOrder: !0,\n gridArea: !0,\n gridRow: !0,\n gridRowEnd: !0,\n gridRowSpan: !0,\n gridRowStart: !0,\n gridColumn: !0,\n gridColumnEnd: !0,\n gridColumnSpan: !0,\n gridColumnStart: !0,\n fontWeight: !0,\n lineClamp: !0,\n lineHeight: !0,\n opacity: !0,\n order: !0,\n orphans: !0,\n tabSize: !0,\n widows: !0,\n zIndex: !0,\n zoom: !0,\n fillOpacity: !0,\n floodOpacity: !0,\n stopOpacity: !0,\n strokeDasharray: !0,\n strokeDashoffset: !0,\n strokeMiterlimit: !0,\n strokeOpacity: !0,\n strokeWidth: !0\n},\n kd = [\"Webkit\", \"ms\", \"Moz\", \"O\"];\nObject.keys(jd).forEach(function (a) {\n kd.forEach(function (b) {\n b = b + a.charAt(0).toUpperCase() + a.substring(1);\n jd[b] = jd[a];\n });\n});\n\nfunction ld(a, b, c) {\n return null == b || \"boolean\" === typeof b || \"\" === b ? \"\" : c || \"number\" !== typeof b || 0 === b || jd.hasOwnProperty(a) && jd[a] ? (\"\" + b).trim() : b + \"px\";\n}\n\nfunction md(a, b) {\n a = a.style;\n\n for (var c in b) {\n if (b.hasOwnProperty(c)) {\n var d = 0 === c.indexOf(\"--\"),\n e = ld(c, b[c], d);\n \"float\" === c && (c = \"cssFloat\");\n d ? a.setProperty(c, e) : a[c] = e;\n }\n }\n}\n\nvar nd = n({\n menuitem: !0\n}, {\n area: !0,\n base: !0,\n br: !0,\n col: !0,\n embed: !0,\n hr: !0,\n img: !0,\n input: !0,\n keygen: !0,\n link: !0,\n meta: !0,\n param: !0,\n source: !0,\n track: !0,\n wbr: !0\n});\n\nfunction od(a, b) {\n if (b) {\n if (nd[a] && (null != b.children || null != b.dangerouslySetInnerHTML)) throw Error(u(137, a, \"\"));\n\n if (null != b.dangerouslySetInnerHTML) {\n if (null != b.children) throw Error(u(60));\n if (!(\"object\" === typeof b.dangerouslySetInnerHTML && \"__html\" in b.dangerouslySetInnerHTML)) throw Error(u(61));\n }\n\n if (null != b.style && \"object\" !== typeof b.style) throw Error(u(62, \"\"));\n }\n}\n\nfunction pd(a, b) {\n if (-1 === a.indexOf(\"-\"))
 return \"string\" === typeof b.is;\n\n switch (a) {\n case \"annotation-xml\":\n case \"color-profile\":\n case \"font-face\":\n case \"font-face-src\":\n case \"font-face-uri\":\n case \"font-face-format\":\n case \"font-face-name\":\n case \"missing-glyph\":\n return !1;\n\n default:\n return !0;\n }\n}\n\nvar qd = Mb.html;\n\nfunction rd(a, b) {\n a = 9 === a.nodeType || 11 === a.nodeType ? a : a.ownerDocument;\n var c = cc(a);\n b = wa[b];\n\n for (var d = 0; d < b.length; d++) {\n uc(b[d], a, c);\n }\n}\n\nfunction sd() {}\n\nfunction td(a) {\n a = a || (\"undefined\" !== typeof document ? document : void 0);\n if (\"undefined\" === typeof a) return null;\n\n try {\n return a.activeElement || a.body;\n } catch (b) {\n return a.body;\n }\n}\n\nfunction ud(a) {\n for (; a && a.firstChild;) {\n a = a.firstChild;\n }\n\n return a;\n}\n\nfunction vd(a, b) {\n var c = ud(a);\n a = 0;\n\n for (var d; c;) {\n if (3 === c.nodeType) {\n d = a + c.textContent.length;\n if (a <= b && d >= b) return {\n node: c,\n offset: b - a\n };\n a = d;\n }\n\n a: {\n for (; c;) {\n if (c.nextSibling) {\n c = c.nextSibling;\n break a;\n }\n\n c = c.parentNode;\n }\n\n c = void 0;\n }\n\n c = ud(c);\n }\n}\n\nfunction wd(a, b) {\n return a && b ? a === b ? !0 : a && 3 === a.nodeType ? !1 : b && 3 === b.nodeType ? wd(a, b.parentNode) : \"contains\" in a ? a.contains(b) : a.compareDocumentPosition ? !!(a.compareDocumentPosition(b) & 16) : !1 : !1;\n}\n\nfunction xd() {\n for (var a = window, b = td(); b instanceof a.HTMLIFrameElement;) {\n try {\n var c = \"string\" === typeof b.contentWindow.location.href;\n } catch (d) {\n c = !1;\n }\n\n if (c) a = b.contentWindow;else break;\n b = td(a.document);\n }\n\n return b;\n}\n\nfunction yd(a) {\n var b = a && a.nodeName && a.nodeName.toLowerCase();\n

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 return b && (\"input\" === b && (\"text\" === a.type || \"search\" === a.type || \"tel\" === a.type || \"url\" === a.type || \"password\" === a.type) || \"textarea\" === b || \"true\" === a.contentEditable);\n}\n\nvar zd = \"$\",\n    Ad = \"/$\",\n    Bd = \"$?\",\n    Cd = \"$!\",\n    Dd = null,\n    Ed = null;\n\nfunction Fd(a, b) {\n  switch (a) {\n    case \"button\":\n    case \"input\":\n    case \"select\":\n    case \"textarea\":\n      return !!b.autoFocus;\n  }\n\n  return !1;\n}\n\nfunction Gd(a, b) {\n  return \"textarea\" === a || \"option\" === a || \"noscript\" === a || \"string\" === typeof b.children || \"number\" === typeof b.children || \"object\" === typeof b.dangerouslySetInnerHTML && null !== b.dangerouslySetInnerHTML && null != b.dangerouslySetInnerHTML.__html;\n}\n\nvar Hd = \"function\" === typeof setTimeout ? setTimeout : void 0,\n    Id = \"function\" === typeof clearTimeout ? clearTimeout : void 0;\n\nfunction Jd(a) {\n  for (; null != a; a = a.nextSibling)
  {\n    var b = a.nodeType;\n    if (1 === b || 3 === b) break;\n  }\n\n  return a;\n}\n\nfunction Kd(a) {\n  a = a.previousSibling;\n\n  for (var b = 0; a;) {\n    if (8 === a.nodeType) {\n      var c = a.data;\n\n      if (c === zd || c === Cd || c === Bd) {\n        if (0 === b) return a;\n        b--;\n      } else c === Ad && b++;\n    }\n\n    a = a.previousSibling;\n  }\n\n  return null;\n}\n\nvar Ld = Math.random().toString(36).slice(2),\n    Md = \"__reactInternalInstance$\" + Ld,\n    Nd = \"__reactEventHandlers$\" + Ld,\n    Od = \"__reactContainere$\" + Ld;\n\nfunction tc(a) {\n  var b = a[Md];\n  if (b) return b;\n\n  for (var c = a.parentNode; c;) {\n    if (b = c[Od] || c[Md]) {\n      c = b.alternate;\n      if (null !== b.child || null !== c && null !== c.child) for (a = Kd(a); null !== a;) {\n        if (c = a[Md]) return c;\n        a = Kd(a);\n      }\n      return b;\n    }\n\n    a = c;\n    c = a.parentNode;\n  }\n\n  return null;\n}\n\nfunction Nc(a) {\n
  a = a[Md] || a[Od];\n  return !a || 5 !== a.tag && 6 !== a.tag && 13 !== a.tag && 3 !== a.tag ? null : a;\n}\n\nfunction Pd(a) {\n  if (5 === a.tag || 6 === a.tag) return a.stateNode;\n  throw Error(u(33));\n}\n\nfunction Qd(a) {\n  return a[Nd] || null;\n}\n\nfunction Rd(a) {\n  do {\n    a = a.return;\n  } while (a && 5 !== a.tag);\n\n  return a ? a : null;\n}\n\nfunction Sd(a, b) {\n  var c = a.stateNode;\n  if (!c) return null;\n  var d = la(c);\n  if (!d) return null;\n  c = d[b];\n\n  a: switch (b) {\n    case \"onClick\":\n    case \"onClickCapture\":\n    case \"onDoubleClick\":\n    case \"onDoubleClickCapture\":\n    case \"onMouseDown\":\n    case \"onMouseDownCapture\":\n    case \"onMouseMove\":\n    case \"onMouseMoveCapture\":\n    case \"onMouseUp\":\n    case \"onMouseUpCapture\":\n    case \"onMouseEnter\":\n      (d = !d.disabled) || (a = a.type, d = !(\"button\" === a || \"input\" === a || \"select\" === a || \"textarea\" === a));\n      a = !d;\n      break a;\n\n    default:\n      a = !1;\n  }\n\n  if (a) return null;\n  if (c && \"function\" !== typeof c) throw Error(u(231, b, typeof c));\n  return c;\n}\n\nfunction Td(a, b, c) {\n  if (b = Sd(a, c.dispatchConfig.phasedRegistrationNames[b])) c._dispatchListeners = ic(c._dispatchListeners, b), c._dispatchInstances = ic(c._dispatchInstances, a);\n}\n\nfunction Ud(a) {\n  if (a && a.dispatchConfig.phasedRegistrationNames) {\n    for (var b = a._targetInst, c = []; b;) {\n      c.push(b), b = Rd(b);\n    }\n\n    for (b = c.length; 0 < b--;) {\n      Td(c[b], \"captured\", a);\n    }\n\n    for (b = 0; b < c.length; b++) {\n      Td(c[b], \"bubbled\", a);\n    }\n  }\n}\n\nfunction Vd(a, b, c) {\n  a && c && c.dispatchConfig.registrationName && (b = Sd(a, c.dispatchConfig.registrationName)) && (c._dispatchListeners = ic(c._dispatchListeners, b), c._dispatchInstances = ic(c._dispatchInstances, a));\n}\n\nfunction Wd(a) {\n  a && a.dispatchConfig.registrationName && Vd(a._targetInst, null, a);\n}\n\nfunction
  Xd(a) {\n  jc(a, Ud);\n}\n\nvar Yd = null,\n    Zd = null,\n    $d = null;\n\nfunction ae() {\n  if ($d) return $d;\n  var a,\n      b = Zd,\n      c = b.length,\n      d,\n      e = \"value\" in Yd ? Yd.value : Yd.textContent,\n      f = e.length;\n\n  for (a = 0; a < c && b[a] === e[a]; a++) {\n    ;\n  }\n\n  var g = c - a;\n\n  for (d = 1; d <= g && b[c - d] === e[f - d]; d++) {\n    ;\n  }\n\n  return $d = e.slice(a, 1 < d ? 1 - d : void 0);\n}\n\nfunction be() {\n  return !0;\n}\n\nfunction ce() {\n  return !1;\n}\n\nfunction G(a, b, c, d) {\n  this.dispatchConfig = a;\n  this._targetInst = b;\n  this.nativeEvent = c;\n  a = this.constructor.Interface;\n\n  for (var e in a) {\n    a.hasOwnProperty(e) && ((b = a[e]) ? this[e] = b(c) : \"target\" === e ? this.target = d : this[e] = c[e]);\n  }\n\n  this.isDefaultPrevented = (null != c.defaultPrevented ? c.defaultPrevented : !1 === c.returnValue) ? be : ce;\n  this.isPropagationStopped = ce;\n  return this;\n}\n\nnn(G.prototype,
  {\n  preventDefault: function preventDefault() {\n    this.defaultPrevented = !0;\n    var a = this.nativeEvent;\n    a && (a.preventDefault ? a.preventDefault() : \"unknown\" !== typeof a.returnValue && (a.returnValue = !1), this.isDefaultPrevented = be);\n  },\n  stopPropagation: function stopPropagation() {\n    var a = this.nativeEvent;\n
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a && (a.stopPropagation ? a.stopPropagation() : \"unknown\" !== typeof a.cancelBubble && (a.cancelBubble = !0), this.isPropagationStopped = be);\n },\n persist: function persist() {\n this.isPersistent = be;\n },\n isPersistent: ce,\n destructor: function destructor() {\n var a = this.constructor.Interface,\n b;\n\n for (b in a) {\n this[b] = null;\n }\n\n this.nativeEvent = this._targetInst = this.dispatchConfig = null;\n this.isPropagationStopped = this.isDefaultPrevented = ce;\n this._dispatchInstances = this._dispatchListeners = null;\n }\n});\nG.Interface = {\n type: null,\n target: null,\n currentTarget: function currentTarget() {\n return null;\n },\n eventPhase: null,\n bubbles: null,\n cancelable: null,\n timeStamp: function timeStamp(a) {\n return a.timeStamp || Date.now();\n },\n defaultPrevented: null,\n isTrusted: null\n};\n\nG.extend = function (a) {\n function b() {}\n\n function c() {\n return d.apply(this, arguments);\n }\n\n var d = this;\n b.prototype = d.prototype;\n var e = new b();\n n(e, c.prototype);\n c.prototype = e;\n c.prototype.constructor = c;\n c.Interface = n({}, d.Interface, a);\n c.extend = d.extend;\n de(c);\n return c;\n};\n\nde(G);\n\nfunction ee(a, b, c, d) {\n if (this.eventPool.length) {\n var e = this.eventPool.pop();\n this.call(e, a, b, c, d);\n return e;\n }\n\n return new this(a, b, c, d);\n}\n\nfunction fe(a) {\n if (!(a instanceof this)) throw Error(u(279));\n a.destructor();\n 10 > this.eventPool.length && this.eventPool.push(a);\n}\n\nfunction de(a) {\n a.eventPool = [];\n a.getPooled = ee;\n a.release = fe;\n}\n\nvar ge = G.extend({\n data: null\n}),\n he = G.extend({\n data: null\n}),\n ie = [9, 13, 27, 32],\n je = ya && \"CompositionEvent\" in window,\n ke = null;\nya && \"documentMode\" in document && (ke = document.documentMode);\nvar le = ya && \"TextEvent\" in window && !ke,\n me = ya && (!je || ke && 8 < ke && 11 >= ke),\n ne = String.fromCharCode(32),\n oe = {\n beforeInput: {\n phasedRegistrationNames: {\n bubbled: \"onBeforeInput\",\n captured: \"onBeforeInputCapture\"\n },\n dependencies: [\"compositionend\", \"keypress\", \"textInput\", \"paste\"]\n },\n compositionEnd: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionEnd\",\n captured: \"onCompositionEndCapture\"\n },\n dependencies: \"blur compositionend keydown keypress keyup mousedown\".split(\" \")\n },\n compositionStart: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionStart\",\n captured: \"onCompositionStartCapture\"\n },\n dependencies: \"blur compositionstart keydown keypress keyup mousedown\".split(\" \")\n },\n compositionUpdate: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionUpdate\",\n captured: \"onCompositionUpdateCapture\"\n },\n dependencies: \"blur compositionupdate keydown keypress keyup mousedown\".split(\" \")\n }\n},\n pe = !1;\n\nfunction qe(a, b) {\n switch (a) {\n case \"keyup\":\n return -1 !== ie.indexOf(b.keyCode);\n\n case \"keydown\":\n return 229 !== b.keyCode;\n\n case \"keypress\":\n case \"mousedown\":\n case \"blur\":\n return !0;\n\n default:\n return !1;\n }\n}\n\nfunction re(a) {\n a = a.detail;\n return \"object\" === typeof a && \"data\" in a ? a.data : null;\n}\n\nvar se = !1;\n\nfunction te(a, b) {\n switch (a) {\n case \"compositionend\":\n return re(b);\n\n case \"keypress\":\n if (32 !== b.which) return null;\n pe = !0;\n return ne;\n\n case \"textInput\":\n return a = b.data, a === ne && pe ? null : a;\n\n default:\n return null;\n }\n}\n\nfunction ue(a, b) {\n if (se) return \"compositionend\" === a || !je && qe(a, b) ? (a = ae(), $d = Zd = Yd = null, se = !1, a) : null;\n\n switch (a) {\n case \"paste\":\n return null;\n\n case \"keypress\":\n if (!(b.ctrlKey || b.altKey || b.metaKey) || b.ctrlKey && b.altKey) {\n if (b.char && 1 < b.char.length) return b.char;\n if (b.which) return String.fromCharCode(b.which);\n }\n\n return null;\n\n case \"compositionend\":\n return me && \"ko\" !== b.locale ? null : b.data;\n\n default:\n return null;\n }\n}\n\nvar ve = {\n eventTypes: oe,\n extractEvents: function extractEvents(a, b, c, d) {\n var e;\n if (je) b: {\n switch (a) {\n case \"compositionstart\":\n var f = oe.compositionStart;\n break b;\n\n case \"compositionend\":\n f = oe.compositionEnd;\n break b;\n\n case \"compositionupdate\":\n f = oe.compositionUpdate;\n break b;\n }\n\n f = void 0;\n } else se ? qe(a, c) && (f = oe.compositionEnd) : \"keydown\" === a && 229 === c.keyCode && (f = oe.compositionStart);\n f ? (me && \"ko\" !== c.locale && (se || f !== oe.compositionStart ? f === oe.compositionEnd && se && (e = ae()) : (Yd = d, Zd = \"value\" in Yd ? Yd.value : Yd.textContent, se = !0)), f = ge.getPooled(f, b, c, d), e ? f.data = e : (e = re(c), null !== e && (f.data = e)), Xd(f), e = f) : e = null;\n (a = le ?

te(a, c) : ue(a, c)) ? (b = he.getPooled(oe.beforeInput, b, c, d), b.data = a, Xd(b)) : b = null;\n return null === e ? b : null === b ? e : [e, b];\n }\n},\n we = {\n color: !0,\n date: !0,\n datetime: !0,\n \"datetime-local\": !0,\n email: !0,\n month: !0,\n number: !0,\n password: !0,\n range: !0,\n search: !0,\n tel: !0,\n text: !0,\n time: !0,\n url: !0,\n week: !0\n};\n\nfunction
 xe(a) {\n var b = a && a.nodeName && a.nodeName.toLowerCase();\n return \"input\" === b ? !!we[a.type] : \"textarea\" === b ? !0 : !1;\n}\n\nvar ye = {\n change: {\n phasedRegistrationNames: {\n bubbled: \"onChange\",\n captured: \"onChangeCapture\"\n },\n dependencies: \"blur change click focus input keydown keyup selectionchange\".split(\" \")\n }\n};\n\nfunction ze(a, b, c) {\n a = G.getPooled(ye.change, a, b, c);\n a.type = \"change\";\n Da(c);\n Xd(a);\n return a;\n}\n\nvar Ae = null,\n Be = null;\n\nfunction Ce(a) {\n mc(a);\n}\n\nfunction De(a) {\n var b = Pd(a);\n if (yb(b)) return a;\n}\n\nfunction Ee(a, b) {\n if (\"change\" === a) return b;\n}\n\nvar Fe = !1;\nya && (Fe = oc(\"input\") && (!document.documentMode || 9 < document.documentMode));\n\nfunction Ge() {\n Ae && (Ae.detachEvent(\"onpropertychange\", He), Be = Ae = null);\n}\n\nfunction He(a) {\n if (\"value\" === a.propertyName && De(Be)) if (a = ze(Be, a, nc(a)), Ja)
 mc(a);else {\n Ja = !0;\n\n try {\n Fa(Ce, a);\n } finally {\n Ja = !1, La();\n }\n }\n}\n\nfunction Ie(a, b, c) {\n \"focus\" === a ? (Ge(), Ae = b, Be = c, Ae.attachEvent(\"onpropertychange\", He)) : \"blur\" === a && Ge();\n}\n\nfunction Je(a) {\n if (\"selectionchange\" === a || \"keyup\" === a || \"keydown\" === a) return De(Be);\n}\n\nfunction Ke(a, b) {\n if (\"click\" === a) return De(b);\n}\n\nfunction Le(a, b) {\n if (\"input\" === a || \"change\" === a) return De(b);\n}\n\nvar Me = {\n eventTypes: ye,\n _isInputEventSupported: Fe,\n extractEvents: function extractEvents(a, b, c, d) {\n var e = b ? Pd(b) : window,\n f = e.nodeName && e.nodeName.toLowerCase();\n if (\"select\" === f || \"input\" === f && \"file\" === e.type) var g = Ee;else if (xe(e)) {\n if (Fe) g = Le;else {\n g = Je;\n var h = Ie;\n }\n } else (f = e.nodeName) && \"input\" === f.toLowerCase() && (\"checkbox\" === e.type || \"radio\" ===
 e.type) && (g = Ke);\n if (g && (g = g(a, b))) return ze(g, c, d);\n h && h(a, e, b);\n \"blur\" === a && (a = e._wrapperState) && a.controlled && \"number\" === e.type && Db(e, \"number\", e.value);\n }\n},\n Ne = G.extend({\n view: null,\n detail: null\n}),\n Oe = {\n Alt: \"altKey\",\n Control: \"ctrlKey\",\n Meta: \"metaKey\",\n Shift: \"shiftKey\"\n};\n\nfunction Pe(a) {\n var b = this.nativeEvent;\n return b.getModifierState ? b.getModifierState(a) : (a = Oe[a]) ? !!b[a] : !1;\n}\n\nfunction Qe() {\n return Pe;\n}\n\nvar Re = 0,\n Se = 0,\n Te = !1,\n Ue = !1,\n Ve = Ne.extend({\n screenX: null,\n screenY: null,\n clientX: null,\n clientY: null,\n pageX: null,\n pageY: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n metaKey: null,\n getModifierState: Qe,\n button: null,\n buttons: null,\n relatedTarget: function relatedTarget(a) {\n return a.relatedTarget || (a.fromElement === a.srcElement ? a.toElement : a.fromElement);\n
  },\n movementX: function movementX(a) {\n if (\"movementX\" in a) return a.movementX;\n var b = Re;\n Re = a.screenX;\n return Te ? \"mousemove\" === a.type ? a.screenX - b : 0 : (Te = !0, 0);\n },\n movementY: function movementY(a) {\n if (\"movementY\" in a) return a.movementY;\n var b = Se;\n Se = a.screenY;\n return Ue ? \"mousemove\" === a.type ? a.screenY - b : 0 : (Ue = !0, 0);\n }\n}),\n We = Ve.extend({\n pointerId: null,\n width: null,\n height: null,\n pressure: null,\n tangentialPressure: null,\n tiltX: null,\n tiltY: null,\n twist: null,\n pointerType: null,\n isPrimary: null\n}),\n Xe = {\n mouseEnter: {\n registrationName: \"onMouseEnter\",\n dependencies: [\"mouseout\", \"mouseover\"]\n },\n mouseLeave: {\n registrationName: \"onMouseLeave\",\n dependencies: [\"mouseout\", \"mouseover\"]\n },\n pointerEnter: {\n registrationName: \"onPointerEnter\",\n dependencies: [\"pointerout\", \"pointerover\"]\n
  },\n pointerLeave: {\n registrationName: \"onPointerLeave\",\n dependencies: [\"pointerout\", \"pointerover\"]\n }\n},\n Ye = {\n eventTypes: Xe,\n extractEvents: function extractEvents(a, b, c, d, e) {\n var f = \"mouseover\" === a || \"pointerover\" === a,\n g = \"mouseout\" === a || \"pointerout\" === a;\n if (f && 0 === (e & 32) && (c.relatedTarget || c.fromElement) || !g && !f) return null;\n f = d.window === d ? d : (f = d.ownerDocument) ? f.defaultView || f.parentWindow : window;\n\n if (g) {\n if (g = b, b = (b = c.relatedTarget || c.toElement) ? tc(b) : null, null !== b) {\n var h = dc(b);\n if (b !== h || 5 !== b.tag && 6 !== b.tag) b = null;\n }\n } else g = null;\n\n if (g === b) return null;\n\n if (\"mouseout\" === a || \"mouseover\" === a) {\n var k = Ve;\n var l = Xe.mouseLeave;\n var m = Xe.mouseEnter;\n var p = \"mouse\";\n } else if

(\"pointerout\" === a || \"pointerover\"
 === a) k = We, l = Xe.pointerLeave, m = Xe.pointerEnter, p = \"pointer\";\n\n a = null == g ? f : Pd(g);\n f = null == b ? f : Pd(b);\n l = k.getPooled(l, g, c, d);\n l.type = p + \"leave\";\n l.target = a;\n l.relatedTarget = f;\n c = k.getPooled(m, b, c, d);\n c.type = p + \"enter\";\n c.target = f;\n c.relatedTarget = a;\n d = g;\n p = b;\n if (d && p) a: {\n k = d;\n m = p;\n g = 0;\n\n for (a = k; a; a = Rd(a)) {\n g++;\n }\n\n a = 0;\n\n for (b = m; b; b = Rd(b)) {\n a++;\n }\n\n for (; 0 < g - a;) {\n k = Rd(k), g--;\n }\n\n for (; 0 < a - g;) {\n m = Rd(m), a--;\n }\n\n for (; g--;) {\n if (k === m || k === m.alternate) break a;\n k = Rd(k);\n m = Rd(m);\n }\n\n k = null;\n } else k = null;\n m = k;\n\n for (k = []; d && d !== m;) {\n g = d.alternate;\n if (null !== g && g === m) break;\n k.push(d);\n
  d = Rd(d);\n }\n\n for (d = []; p && p !== m;) {\n g = p.alternate;\n if (null !== g && g === m) break;\n d.push(p);\n p = Rd(p);\n }\n\n for (p = 0; p < k.length; p++) {\n Vd(k[p], \"bubbled\", l);\n }\n\n for (p = d.length; 0 < p--;) {\n Vd(d[p], \"captured\", c);\n }\n\n return 0 === (e & 64) ? [l] : [l, c];\n }\n};\n\nfunction Ze(a, b) {\n return a === b && (0 !== a || 1 / a === 1 / b) || a !== a && b !== b;\n}\n\nvar $e = \"function\" === typeof Object.is ? Object.is : Ze,\n af = Object.prototype.hasOwnProperty;\n\nfunction bf(a, b) {\n if ($e(a, b)) return !0;\n if (\"object\" !== typeof a || null === a || \"object\" !== typeof b || null === b) return !1;\n var c = Object.keys(a),\n d = Object.keys(b);\n if (c.length !== d.length) return !1;\n\n for (d = 0; d < c.length; d++) {\n if (!af.call(b, c[d]) || !$e(a[c[d]], b[c[d]])) return !1;\n }\n\n return !0;\n}\n\nvar cf = ya && \"documentMode\"
 in document && 11 >= document.documentMode,\n df = {\n select: {\n phasedRegistrationNames: {\n bubbled: \"onSelect\",\n captured: \"onSelectCapture\"\n },\n dependencies: \"blur contextmenu dragend focus keydown keyup mousedown mouseup selectionchange\".split(\" \")\n }\n},\n ef = null,\n ff = null,\n gf = null,\n hf = !1;\n\nfunction jf(a, b) {\n var c = b.window === b ? b.document : 9 === b.nodeType ? b : b.ownerDocument;\n if (hf || null == ef || ef !== td(c)) return null;\n c = ef;\n \"selectionStart\" in c && yd(c) ? c = {\n start: c.selectionStart,\n end: c.selectionEnd\n } : (c = (c.ownerDocument && c.ownerDocument.defaultView || window).getSelection(), c = {\n anchorNode: c.anchorNode,\n anchorOffset: c.anchorOffset,\n focusNode: c.focusNode,\n focusOffset: c.focusOffset\n });\n return gf && bf(gf, c) ? null : (gf = c, a = G.getPooled(df.select, ff, a, b), a.type = \"select\", a.target = ef, Xd(a), a);\n}\n\nvar kf
 = {\n eventTypes: df,\n extractEvents: function extractEvents(a, b, c, d, e, f) {\n e = f || (d.window === d ? d.document : 9 === d.nodeType ? d : d.ownerDocument);\n\n if (!(f = !e)) {\n a: {\n e = cc(e);\n f = wa.onSelect;\n\n for (var g = 0; g < f.length; g++) {\n if (!e.has(f[g])) {\n e = !1;\n break a;\n }\n }\n\n e = !0;\n }\n\n f = !e;\n }\n\n if (f) return null;\n e = b ? Pd(b) : window;\n\n switch (a) {\n case \"focus\":\n if (xe(e) || \"true\" === e.contentEditable) ef = e, ff = b, gf = null;\n break;\n\n case \"blur\":\n gf = ff = ef = null;\n break;\n\n case \"mousedown\":\n hf = !0;\n break;\n\n case \"contextmenu\":\n case \"mouseup\":\n case \"dragend\":\n return hf = !1, jf(c, d);\n\n case \"selectionchange\":\n if (cf) break;\n\n case \"keydown\":\n case \"keyup\":\n
  return jf(c, d);\n }\n\n return null;\n }\n},\n lf = G.extend({\n animationName: null,\n elapsedTime: null,\n pseudoElement: null\n}),\n mf = G.extend({\n clipboardData: function clipboardData(a) {\n return \"clipboardData\" in a ? a.clipboardData : window.clipboardData;\n }\n}),\n nf = Ne.extend({\n relatedTarget: null\n});\n\nfunction of(a) {\n var b = a.keyCode;\n \"charCode\" in a ? (a = a.charCode, 0 === a && 13 === b && (a = 13)) : a = b;\n 10 === a && (a = 13);\n return 32 <= a || 13 === a ? a : 0;\n}\n\nvar pf = {\n Esc: \"Escape\",\n Spacebar: \" \",\n Left: \"ArrowLeft\",\n Up: \"ArrowUp\",\n Right: \"ArrowRight\",\n Down: \"ArrowDown\",\n Del: \"Delete\",\n Win: \"OS\",\n Menu: \"ContextMenu\",\n Apps: \"ContextMenu\",\n Scroll: \"ScrollLock\",\n MozPrintableKey: \"Unidentified\"\n},\n qf = {\n 8: \"Backspace\",\n 9: \"Tab\",\n 12: \"Clear\",\n 13: \"Enter\",\n 16: \"Shift\",\n 17: \"Control\",\n 18: \"Alt\",\n
  19: \"Pause\",\n 20: \"CapsLock\",\n 27: \"Escape\",\n 32: \" \",\n 33: \"PageUp\",\n 34: \"PageDown\",\n 35: \"End\",\n 36: \"Home\",\n 37: \"ArrowLeft\",\n 38: \"ArrowUp\",\n 39: \"ArrowRight\",\n 40: \"ArrowDown\",\n 45: \"Insert\",\n 46: \"Delete\",\n 112: \"F1\",\n 113: \"F2\",\n 114: \"F3\",\n 115: \"F4\",\n 116: \"F5\",\n 117: \"F6\",\n 118: \"F7\",\n 119: \"F8\",\n 120: \"F9\",\n 121: \"F10\",\n 122: \"F11\",\n 123: \"F12\",\n 144:

\"NumLock\",\n 145: \"ScrollLock\",\n 224: \"Meta\"\n},\n rf = Ne.extend({\n key: function key(a) {\n if (a.key) {\n var b = pf[a.key] || a.key;\n if (\"Unidentified\" !== b) return b;\n }\n\n return \"keypress\" === a.type ? (a = of(a), 13 === a ? \"Enter\" : String.fromCharCode(a)) : \"keydown\" === a.type || \"keyup\" === a.type ? qf[a.keyCode] || \"Unidentified\" : \"\";\n },\n location: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n metaKey: null,\n repeat: null,\n locale: null,\n
  getModifierState: Qe,\n charCode: function charCode(a) {\n return \"keypress\" === a.type ? of(a) : 0;\n },\n keyCode: function keyCode(a) {\n return \"keydown\" === a.type || \"keyup\" === a.type ? a.keyCode : 0;\n },\n which: function which(a) {\n return \"keypress\" === a.type ? of(a) : \"keydown\" === a.type || \"keyup\" === a.type ? a.keyCode : 0;\n }\n}),\n sf = Ve.extend({\n dataTransfer: null\n}),\n tf = Ne.extend({\n touches: null,\n targetTouches: null,\n changedTouches: null,\n altKey: null,\n metaKey: null,\n ctrlKey: null,\n shiftKey: null,\n getModifierState: Qe\n}),\n uf = G.extend({\n propertyName: null,\n elapsedTime: null,\n pseudoElement: null\n}),\n vf = Ve.extend({\n deltaX: function deltaX(a) {\n return \"deltaX\" in a ? a.deltaX : \"wheelDeltaX\" in a ? -a.wheelDeltaX : 0;\n },\n deltaY: function deltaY(a) {\n return \"deltaY\" in a ? a.deltaY : \"wheelDeltaY\" in a ? -a.wheelDeltaY : \"wheelDelta\" in a ? -a.wheelDelta
  : 0;\n },\n deltaZ: null,\n deltaMode: null\n}),\n wf = {\n eventTypes: Wc,\n extractEvents: function extractEvents(a, b, c, d) {\n var e = Yc.get(a);\n if (!e) return null;\n\n switch (a) {\n case \"keypress\":\n if (0 === of(c)) return null;\n\n case \"keydown\":\n case \"keyup\":\n a = rf;\n break;\n\n case \"blur\":\n case \"focus\":\n a = nf;\n break;\n\n case \"click\":\n if (2 === c.button) return null;\n\n case \"auxclick\":\n case \"dblclick\":\n case \"mousedown\":\n case \"mousemove\":\n case \"mouseup\":\n case \"mouseout\":\n case \"mouseover\":\n case \"contextmenu\":\n a = Ve;\n break;\n\n case \"drag\":\n case \"dragend\":\n case \"dragenter\":\n case \"dragexit\":\n case \"dragleave\":\n case \"dragover\":\n case \"dragstart\":\n case \"drop\":\n a = sf;\n break;\n\n case \"touchcancel\":\n case \"touchend\":\n case \"touchmove\":\n case \"touchstart\":\n a = tf;\n break;\n\n case Xb:\n case Yb:\n case Zb:\n a = lf;\n break;\n\n case $b:\n a = uf;\n break;\n\n case \"scroll\":\n a = Ne;\n break;\n\n case \"wheel\":\n a = vf;\n break;\n\n case \"copy\":\n case \"cut\":\n case \"paste\":\n a = mf;\n break;\n\n case \"gotpointercapture\":\n case \"lostpointercapture\":\n case \"pointercancel\":\n case \"pointerdown\":\n case \"pointermove\":\n case \"pointerout\":\n case \"pointerover\":\n case \"pointerup\":\n a = We;\n break;\n\n default:\n a = G;\n }\n\n b = a.getPooled(e, b, c, d);\n Xd(b);\n return b;\n }\n};\nif (pa) throw Error(u(101));\npa = Array.prototype.slice.call(\"ResponderEventPlugin SimpleEventPlugin EnterLeaveEventPlugin
  ChangeEventPlugin SelectEventPlugin BeforeInputEventPlugin\".split(\" \"));\nra();\nvar xf = Nc;\nla = Qd;\nma = xf;\nna = Pd;\nxa({\n SimpleEventPlugin: wf,\n EnterLeaveEventPlugin: Ye,\n ChangeEventPlugin: Me,\n SelectEventPlugin: kf,\n BeforeInputEventPlugin: ve\n});\nvar yf = [],\n zf = -1;\n\nfunction H(a) {\n 0 > zf || (a.current = yf[zf], yf[zf] = null, zf--);\n}\n\nfunction I(a, b) {\n zf++;\n yf[zf] = a.current;\n a.current = b;\n}\n\nvar Af = {},\n J = {\n current: Af\n},\n K = {\n current: !1\n},\n Bf = Af;\n\nfunction Cf(a, b) {\n var c = a.type.contextTypes;\n if (!c) return Af;\n var d = a.stateNode;\n if (d &&
  d.__reactInternalMemoizedUnmaskedChildContext === b) return
  d.__reactInternalMemoizedMaskedChildContext;\n var e = {},\n f;\n\n for (f in c) {\n e[f] = b[f];\n }\n\n d && (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = b,
  a.__reactInternalMemoizedMaskedChildContext = e);\n return e;\n}\n\nfunction
  L(a) {\n a = a.childContextTypes;\n return null !== a && void 0 !== a;\n}\n\nfunction Df() {\n H(K);\n H(J);\n}\n\nfunction Ef(a, b, c) {\n if (J.current !== Af) throw Error(u(168));\n I(J, b);\n I(K, c);\n}\n\nfunction
  Ff(a, b, c) {\n var d = a.stateNode;\n a = b.childContextTypes;\n if (\"function\" !== typeof d.getChildContext) return c;\n d = d.getChildContext();\n\n for (var e in d) {\n if (!(e in a)) throw Error(u(108, pb(b) || \"Unknown\", e));\n }\n\n return n({}, c, {}, d);\n}\n\nfunction Gf(a) {\n a = (a = a.stateNode) &&
  a.__reactInternalMemoizedMergedChildContext || Af;\n Bf = J.current;\n I(J, a);\n I(K, K.current);\n return !0;\n}\n\nfunction Hf(a, b, c) {\n var d = a.stateNode;\n if (!d) throw Error(u(169));\n c ? (a = Ff(a, b, Bf), d.__reactInternalMemoizedMergedChildContext = a, H(K), H(J), I(J, a)) : H(K);\n I(K, c);\n}\n\nvar If =

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r.unstable_runWithPriority,\n    Jf = r.unstable_scheduleCallback,\n    Kf = r.unstable_cancelCallback,\n
   Lf = r.unstable_requestPaint,\n    Mf = r.unstable_now,\n    Nf = r.unstable_getCurrentPriorityLevel,\n    Of =
r.unstable_ImmediatePriority,\n    Pf = r.unstable_UserBlockingPriority,\n    Qf = r.unstable_NormalPriority,\n    Rf
= r.unstable_LowPriority,\n    Sf = r.unstable_IdlePriority,\n    Tf = {},\n    Uf = r.unstable_shouldYield,\n    Vf =
void 0 !== Lf ? Lf : function () {},\n    Wf = null,\n    Xf = null,\n    Yf = !1,\n    Zf = Mf(),\n    $f = 1E4 > Zf ? Mf :
function () {\n  return Mf() - Zf;\n};\n\nfunction ag() {\n  switch (Nf()) {\n    case Of:\n      return 99;\n\n    case
Pf:\n      return 98;\n\n    case Qf:\n      return 97;\n\n    case Rf:\n      return 96;\n\n    case Sf:\n      return 95;\n\n
default:\n      throw Error(u(332));\n  }\n}\n\nfunction bg(a) {\n  switch (a) {\n    case 99:\n      return Of;\n\n    case
98:\n      return Pf;\n\n    case 97:\n      return Qf;\n\n    case 96:\n      return Rf;\n\n    case 95:\n      return Sf;\n\n
default:\n
  throw Error(u(332));\n  }\n}\n\nfunction cg(a, b) {\n  a = bg(a);\n  return If(a, b);\n}\n\nfunction dg(a, b, c) {\n  a =
bg(a);\n  return Jf(a, b, c);\n}\n\nfunction eg(a) {\n  null === Wf ? (Wf = [a], Xf = Jf(Of, fg)) : Wf.push(a);\n  return
Tf;\n}\n\nfunction gg() {\n  if (null !== Xf) {\n    var a = Xf;\n    Xf = null;\n    Kf(a);\n  }\n\n  fg();\n}\n\nfunction
fg() {\n  if (!Yf && null !== Wf) {\n    Yf = !0;\n    var a = 0;\n\n    try {\n      var b = Wf;\n      cg(99, function () {\n
      for (; a < b.length; a++) {\n        var c = b[a];\n\n        do {\n          c = c(!0);\n        } while (null !== c);\n
  }\n    });\n    Wf = null;\n  } catch (c) {\n    throw null !== Wf && (Wf = Wf.slice(a + 1)), Jf(Of, gg), c;\n  }
finally {\n    Yf = !1;\n  }\n  }\n}\n\nfunction hg(a, b, c) {\n  c /= 10;\n  return 1073741821 - (((1073741821 - a +
b / 10) / c | 0) + 1) * c;\n}\n\nfunction ig(a, b) {\n  if (a && a.defaultProps) {\n    b = n({}, b);\n    a =
a.defaultProps;\n\n
   for (var c in a) {\n      void 0 === b[c] && (b[c] = a[c]);\n    }\n  }\n\n  return b;\n}\n\nvar jg = {\n  current:
null\n},\n    kg = null,\n    lg = null,\n    mg = null;\n\nfunction ng() {\n  mg = lg = kg = null;\n}\n\nfunction og(a)
{\n  var b = jg.current;\n  H(jg);\n  a.type._context._currentValue = b;\n}\n\nfunction pg(a, b) {\n  for (; null !== a;)
{\n    var c = a.alternate;\n    if (a.childExpirationTime < b) a.childExpirationTime = b, null !== c &&
c.childExpirationTime < b && (c.childExpirationTime = b);else if (null !== c && c.childExpirationTime < b)
c.childExpirationTime = b;else break;\n    a = a.return;\n  }\n}\n\nfunction qg(a, b) {\n  kg = a;\n  mg = lg = null;\n
a = a.dependencies;\n  null !== a && null !== a.firstContext && (a.expirationTime >= b && (rg = !0),
a.firstContext = null);\n}\n\nfunction sg(a, b) {\n  if (mg !== a && !1 !== b && 0 !== b) {\n    if (\"number\" !==
typeof b || 1073741823 === b) mg = a, b = 1073741823;\n    b = {\n
   context: a,\n      observedBits: b,\n      next: null\n    };\n\n    if (null === lg) {\n      if (null === kg) throw
Error(u(308));\n      lg = b;\n      kg.dependencies = {\n        expirationTime: 0,\n        firstContext: b,\n
responders: null\n      };\n    } else lg = lg.next = b;\n  }\n\n  return a._currentValue;\n}\n\nvar tg = !1;\n\nfunction
ug(a) {\n  a.updateQueue = {\n    baseState: a.memoizedState,\n    baseQueue: null,\n    shared: {\n      pending:
null\n    },\n    effects: null\n  };\n}\n\nfunction vg(a, b) {\n  a = a.updateQueue;\n  b.updateQueue === a &&
(b.updateQueue = {\n    baseState: a.baseState,\n    baseQueue: a.baseQueue,\n    shared: a.shared,\n    effects:
a.effects\n  });\n}\n\nfunction wg(a, b) {\n  a = {\n    expirationTime: a,\n    suspenseConfig: b,\n    tag: 0,\n
payload: null,\n    callback: null,\n    next: null\n  };\n  return a.next = a;\n}\n\nfunction xg(a, b) {\n  a =
a.updateQueue;\n\n  if (null !== a) {\n    a = a.shared;\n    var
 c = a.pending;\n    null === c ? b.next = b : (b.next = c.next, c.next = b);\n    a.pending = b;\n  }\n}\n\nfunction yg(a,
b) {\n  var c = a.alternate;\n  null !== c && vg(c, a);\n  a = a.updateQueue;\n  c = a.baseQueue;\n  null === c ?
(a.baseQueue = b.next = b, b.next = b) : (b.next = c.next, c.next = b);\n}\n\nfunction zg(a, b, c, d) {\n  var e =
a.updateQueue;\n  tg = !1;\n  var f = e.baseQueue,\n      g = e.shared.pending;\n\n  if (null !== g) {\n    if (null !== f)
{\n      var h = f.next;\n      f.next = g.next;\n      g.next = h;\n    }\n\n    f = g;\n    e.shared.pending = null;\n    h =
a.alternate;\n    null !== h && (h = h.updateQueue, null !== h && (h.baseQueue = g));\n  }\n\n  if (null !== f) {\n
h = f.next;\n    var k = e.baseState,\n        l = 0,\n        m = null,\n        p = null,\n        x = null;\n\n    if (null !== h)
{\n      var z = h;\n\n      do {\n        g = z.expirationTime;\n\n        if (g < d) {\n          var ca = {\n
expirationTime: z.expirationTime,\n
          suspenseConfig: z.suspenseConfig,\n          tag: z.tag,\n          payload: z.payload,\n          callback:
z.callback,\n          next: null\n        };\n        null === x ? (p = x = ca, m = k) : x = x.next = ca;\n        g > l && (l
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= g);\n        } else {\n          null !== x && (x = x.next = {\n            expirationTime: 1073741823,\n
suspenseConfig: z.suspenseConfig,\n            tag: z.tag,\n            payload: z.payload,\n            callback: z.callback,\n
          next: null\n          });\n          Ag(g, z.suspenseConfig);\n\n          a: {\n            var D = a,\n                t = z;\n
  g = b;\n            ca = c;\n\n            switch (t.tag) {\n              case 1:\n                D = t.payload;\n\n                if
(\"function\" === typeof D) {\n                  k = D.call(ca, k, g);\n                  break a;\n                }\n\n                k =
D;\n                break a;\n\n
    case 3:\n                D.effectTag = D.effectTag & -4097 | 64;\n\n              case 0:\n                D = t.payload;\n
  g = \"function\" === typeof D ? D.call(ca, k, g) : D;\n                if (null === g || void 0 === g) break a;\n
k = n({}, k, g);\n                break a;\n\n              case 2:\n                tg = !0;\n            }\n          }\n\n          null !==
z.callback && (a.effectTag |= 32, g = e.effects, null === g ? e.effects = [z] : g.push(z));\n        }\n\n        z = z.next;\n
      if (null === z || z === h) if (g = e.shared.pending, null === g) break;else z = f.next = g.next, g.next = h,
e.baseQueue = f = g, e.shared.pending = null;\n      } while (1);\n    }\n\n    null === x ? m = k : x.next = p;\n
e.baseState = m;\n    e.baseQueue = x;\n    Bg(l);\n    a.expirationTime = l;\n    a.memoizedState = k;\n
}\n}\n\nfunction Cg(a, b, c) {\n  a = b.effects;\n  b.effects = null;\n  if (null !== a) for (b = 0; b < a.length; b++)
  {\n    var d = a[b],\n        e = d.callback;\n\n    if (null !== e) {\n      d.callback = null;\n      d = e;\n      e = c;\n      if
(\"function\" !== typeof d) throw Error(u(191, d));\n      d.call(e);\n    }\n  }\n}\n\nvar Dg =
Wa.ReactCurrentBatchConfig,\n    Eg = new aa.Component().refs;\n\nfunction Fg(a, b, c, d) {\n  b =
a.memoizedState;\n  c = c(d, b);\n  c = null === c || void 0 === c ? b : n({}, b, c);\n  a.memoizedState = c;\n  0 ===
a.expirationTime && (a.updateQueue.baseState = c);\n}\n\nvar Jg = {\n  isMounted: function isMounted(a) {\n
return (a = a._reactInternalFiber) ? dc(a) === a : !1;\n  },\n  enqueueSetState: function enqueueSetState(a, b, c) {\n
a = a._reactInternalFiber;\n    var d = Gg(),\n        e = Dg.suspense;\n    d = Hg(d, a, e);\n    e = wg(d, e);\n
e.payload = b;\n    void 0 !== c && null !== c && (e.callback = c);\n    xg(a, e);\n    Ig(a, d);\n  },\n
enqueueReplaceState: function enqueueReplaceState(a, b, c) {\n    a = a._reactInternalFiber;\n
  var d = Gg(),\n        e = Dg.suspense;\n    d = Hg(d, a, e);\n    e = wg(d, e);\n    e.tag = 1;\n    e.payload = b;\n
void 0 !== c && null !== c && (e.callback = c);\n    xg(a, e);\n    Ig(a, d);\n  },\n  enqueueForceUpdate: function
enqueueForceUpdate(a, b) {\n    a = a._reactInternalFiber;\n    var c = Gg(),\n        d = Dg.suspense;\n    c = Hg(c, a,
d);\n    d = wg(c, d);\n    d.tag = 2;\n    void 0 !== b && null !== b && (d.callback = b);\n    xg(a, d);\n    Ig(a, c);\n
}\n};\n\nfunction Kg(a, b, c, d, e, f, g) {\n  a = a.stateNode;\n  return \"function\" === typeof
a.shouldComponentUpdate ? a.shouldComponentUpdate(d, f, g) : b.prototype &&
b.prototype.isPureReactComponent ? !bf(c, d) || !bf(e, f) : !0;\n}\n\nfunction Lg(a, b, c) {\n  var d = !1,\n      e =
Af;\n  var f = b.contextType;\n  \"object\" === typeof f && null !== f ? f = sg(f) : (e = L(b) ? Bf : J.current, d =
b.contextTypes, f = (d = null !== d && void 0 !== d) ? Cf(a, e) : Af);\n  b = new b(c, f);\n  a.memoizedState
  = null !== b.state && void 0 !== b.state ? b.state : null;\n  b.updater = Jg;\n  a.stateNode = b;\n
b._reactInternalFiber = a;\n  d && (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = e,
a.__reactInternalMemoizedMaskedChildContext = f);\n  return b;\n}\n\nfunction Mg(a, b, c, d) {\n  a = b.state;\n
\"function\" === typeof b.componentWillReceiveProps && b.componentWillReceiveProps(c, d);\n  \"function\"
=== typeof b.UNSAFE_componentWillReceiveProps && b.UNSAFE_componentWillReceiveProps(c, d);\n  b.state
!== a && Jg.enqueueReplaceState(b, b.state, null);\n}\n\nfunction Ng(a, b, c, d) {\n  var e = a.stateNode;\n  e.props
= c;\n  e.state = a.memoizedState;\n  e.refs = Eg;\n  ug(a);\n  var f = b.contextType;\n  \"object\" === typeof f &&
null !== f ? e.context = sg(f) : (f = L(b) ? Bf : J.current, e.context = Cf(a, f));\n  zg(a, c, e, d);\n  e.state =
a.memoizedState;\n  f = b.getDerivedStateFromProps;\n  \"function\" === typeof f && (Fg(a, b, f, c), e.state
  = a.memoizedState);\n  \"function\" === typeof b.getDerivedStateFromProps || \"function\" === typeof
e.getSnapshotBeforeUpdate || \"function\" !== typeof e.UNSAFE_componentWillMount && \"function\" !==
typeof e.componentWillMount || (b = e.state, \"function\" === typeof e.componentWillMount &&
e.componentWillMount(), \"function\" === typeof e.UNSAFE_componentWillMount &&
e.UNSAFE_componentWillMount(), b !== e.state && Jg.enqueueReplaceState(e, e.state, null), zg(a, c, e, d), e.state
= a.memoizedState);\n  \"function\" === typeof e.componentDidMount && (a.effectTag |= 4);\n}\n\nvar Og =
Array.isArray;\n\nfunction Pg(a, b, c) {\n  a = c.ref;\n\n  if (null !== a && \"function\" !== typeof a && \"object\"
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!== typeof a) {\n    if (c._owner) {\n      c = c._owner;\n\n      if (c) {\n        if (1 !== c.tag) throw Error(u(309));\n
var d = c.stateNode;\n      }\n\n      if (!d) throw Error(u(147, a));\n      var e = \"\" + a;\n      if (null !== b && null
!== b.ref && \"function\" ===
 typeof b.ref && b.ref._stringRef === e) return b.ref;\n\n      b = function b(a) {\n        var b = d.refs;\n        b ===
Eg && (b = d.refs = {});\n        null === a ? delete b[e] : b[e] = a;\n      };\n\n      b._stringRef = e;\n      return b;\n
}\n\n    if (\"string\" !== typeof a) throw Error(u(284));\n    if (!c._owner) throw Error(u(290, a));\n  }\n\n  return
a;\n}\n\nfunction Qg(a, b) {\n  if (\"textarea\" !== a.type) throw Error(u(31, \"[object Object]\" ===
Object.prototype.toString.call(b) ? \"object with keys {\" + Object.keys(b).join(\", \") + \"}\" : b,
\"\"));\n}\n\nfunction Rg(a) {\n  function b(b, c) {\n    if (a) {\n      var d = b.lastEffect;\n      null !== d ?
(d.nextEffect = c, b.lastEffect = c) : b.firstEffect = b.lastEffect = c;\n      c.nextEffect = null;\n      c.effectTag = 8;\n
}\n  }\n\n  function c(c, d) {\n    if (!a) return null;\n\n    for (; null !== d;) {\n      b(c, d), d = d.sibling;\n    }\n\n
return null;\n  }\n\n  function d(a, b) {\n
    for (a = new Map(); null !== b;) {\n      null !== b.key ? a.set(b.key, b) : a.set(b.index, b), b = b.sibling;\n    }\n\n
return a;\n  }\n\n  function e(a, b) {\n    a = Sg(a, b);\n    a.index = 0;\n    a.sibling = null;\n    return a;\n  }\n\n
function f(b, c, d) {\n    b.index = d;\n    if (!a) return c;\n    d = b.alternate;\n    if (null !== d) return d = d.index, d <
c ? (b.effectTag = 2, c) : d;\n    b.effectTag = 2;\n    return c;\n  }\n\n  function g(b) {\n    a && null === b.alternate
&& (b.effectTag = 2);\n    return b;\n  }\n\n  function h(a, b, c, d) {\n    if (null === b || 6 !== b.tag) return b = Tg(c,
a.mode, d), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function k(a, b, c, d) {\n    if (null
!== b && b.elementType === c.type) return d = e(b, c.props), d.ref = Pg(a, b, c), d.return = a, d;\n    d = Ug(c.type,
c.key, c.props, null, a.mode, d);\n    d.ref = Pg(a, b, c);\n    d.return = a;\n    return d;\n  }\n\n  function l(a, b,
 c, d) {\n    if (null === b || 4 !== b.tag || b.stateNode.containerInfo !== c.containerInfo ||
b.stateNode.implementation !== c.implementation) return b = Vg(c, a.mode, d), b.return = a, b;\n    b = e(b,
c.children || []);\n    b.return = a;\n    return b;\n  }\n\n  function m(a, b, c, d, f) {\n    if (null === b || 7 !== b.tag)
return b = Wg(c, a.mode, d, f), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function p(a, b,
c) {\n    if (\"string\" === typeof b || \"number\" === typeof b) return b = Tg(\"\" + b, a.mode, c), b.return = a, b;\n\n
if (\"object\" === typeof b && null !== b) {\n      switch (b.$$typeof) {\n        case Za:\n          return c = Ug(b.type,
b.key, b.props, null, a.mode, c), c.ref = Pg(a, null, b), c.return = a, c;\n\n        case $a:\n          return b = Vg(b,
a.mode, c), b.return = a, b;\n      }\n\n      if (Og(b) || nb(b)) return b = Wg(b, a.mode, c, null), b.return = a, b;\n
Qg(a, b);\n    }\n\n    return null;\n
  }\n\n  function x(a, b, c, d) {\n    var e = null !== b ? b.key : null;\n    if (\"string\" === typeof c || \"number\" ===
typeof c) return null !== e ? null : h(a, b, \"\" + c, d);\n\n    if (\"object\" === typeof c && null !== c) {\n      switch
(c.$$typeof) {\n        case Za:\n          return c.key === e ? c.type === ab ? m(a, b, c.props.children, d, e) : k(a, b, c,
d) : null;\n\n        case $a:\n          return c.key === e ? l(a, b, c, d) : null;\n      }\n\n      if (Og(c) || nb(c)) return null
!== e ? null : m(a, b, c, d, null);\n      Qg(a, c);\n    }\n\n    return null;\n  }\n\n  function z(a, b, c, d, e) {\n    if
(\"string\" === typeof d || \"number\" === typeof d) return a = a.get(c) || null, h(b, a, \"\" + d, e);\n\n    if (\"object\"
=== typeof d && null !== d) {\n      switch (d.$$typeof) {\n        case Za:\n          return a = a.get(null === d.key ? c
: d.key) || null, d.type === ab ? m(b, a, d.props.children, e, d.key) : k(b, a, d, e);\n\n        case $a:\n
    return a = a.get(null === d.key ? c : d.key) || null, l(b, a, d, e);\n      }\n\n      if (Og(d) || nb(d)) return a = a.get(c) ||
null, m(b, a, d, e, null);\n      Qg(b, d);\n    }\n\n    return null;\n  }\n\n  function ca(e, g, h, k) {\n    for (var l = null, t
= null, m = g, y = g = 0, A = null; null !== m && y < h.length; y++) {\n      m.index > y ? (A = m, m = null) : A =
m.sibling;\n      var q = x(e, m, h[y], k);\n\n      if (null === q) {\n        null === m && (m = A);\n        break;\n
}\n\n      a && m && null === q.alternate && b(e, m);\n      g = f(q, g, y);\n      null === t ? l = q : t.sibling = q;\n
t = q;\n      m = A;\n    }\n\n    if (y === h.length) return c(e, m), l;\n\n    if (null === m) {\n      for (; y < h.length;
y++) {\n        m = p(e, h[y], k), null !== m && (g = f(m, g, y), null === t ? l = m : t.sibling = m, t = m);\n      }\n\n
return l;\n    }\n\n    for (m = d(e, m); y < h.length; y++) {\n      A = z(m, e, y, h[y], k), null !== A && (a
 && null !== A.alternate && m.delete(null === A.key ? y : A.key), g = f(A, g, y), null === t ? l = A : t.sibling = A,
t = A);\n    }\n\n    a && m.forEach(function (a) {\n      return b(e, a);\n    });\n    return l;\n  }\n\n  function D(e, g, h,
l) {\n    var k = nb(h);\n    if (\"function\" !== typeof k) throw Error(u(150));\n    h = k.call(h);\n    if (null == h)
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throw Error(u(151));\n\n    for (var m = k = null, t = g, y = g = 0, A = null, q = h.next(); null !== t && !q.done; y++,
q = h.next()) {\n      t.index > y ? (A = t, t = null) : A = t.sibling;\n      var D = x(e, t, q.value, l);\n\n      if (null ===
D) {\n        null === t && (t = A);\n        break;\n      }\n\n      a && t && null === D.alternate && b(e, t);\n      g =
f(D, g, y);\n      null === m ? k = D : m.sibling = D;\n      m = D;\n      t = A;\n    }\n\n    if (q.done) return c(e, t),
k;\n\n    if (null === t) {\n      for (; !q.done; y++, q = h.next()) {\n        q = p(e, q.value, l), null !== q && (g = f(q, g,
y), null === m ? k = q : m.sibling = q, m = q);\n      }\n\n      return k;\n    }\n\n    for (t = d(e, t); !q.done; y++, q =
h.next()) {\n      q = z(t, e, y, q.value, l), null !== q && (a && null !== q.alternate && t.delete(null === q.key ? y :
q.key), g = f(q, g, y), null === m ? k = q : m.sibling = q, m = q);\n    }\n\n    a && t.forEach(function (a) {\n
return b(e, a);\n    });\n    return k;\n  }\n\n  return function (a, d, f, h) {\n    var k = \"object\" === typeof f && null
!== f && f.type === ab && null === f.key;\n    k && (f = f.props.children);\n    var l = \"object\" === typeof f &&
null !== f;\n    if (l) switch (f.$$typeof) {\n      case Za:\n        a: {\n          l = f.key;\n\n          for (k = d; null !== k;)
{\n            if (k.key === l) {\n              switch (k.tag) {\n                case 7:\n                  if (f.type === ab) {\n
c(a, k.sibling);\n                    d = e(k, f.props.children);\n                    d.return = a;\n
a = d;\n                    break a;\n                  }\n\n                  break;\n\n                default:\n                  if
(k.elementType === f.type) {\n                    c(a, k.sibling);\n                    d = e(k, f.props);\n                    d.ref = Pg(a,
k, f);\n                    d.return = a;\n                    a = d;\n                    break a;\n                  }\n\n              }\n\n
c(a, k);\n              break;\n            } else b(a, k);\n\n            k = k.sibling;\n          }\n\n          f.type === ab ? (d =
Wg(f.props.children, a.mode, h, f.key), d.return = a, a = d) : (h = Ug(f.type, f.key, f.props, null, a.mode, h), h.ref =
Pg(a, d, f), h.return = a, a = h);\n        }\n\n        return g(a);\n\n      case $a:\n        a: {\n          for (k = f.key; null !==
d;) {\n            if (d.key === k) {\n              if (4 === d.tag && d.stateNode.containerInfo === f.containerInfo &&
d.stateNode.implementation ===
f.implementation) {\n                c(a, d.sibling);\n                d = e(d, f.children || []);\n                d.return = a;\n
a = d;\n                break a;\n              } else {\n                c(a, d);\n                break;\n              }\n            } else b(a,
d);\n            d = d.sibling;\n          }\n\n          d = Vg(f, a.mode, h);\n          d.return = a;\n          a = d;\n        }\n\n
return g(a);\n    }\n    if (\"string\" === typeof f || \"number\" === typeof f) return f = \"\" + f, null !== d && 6 ===
d.tag ? (c(a, d.sibling), d = e(d, f), d.return = a, a = d) : (c(a, d), d = Tg(f, a.mode, h), d.return = a, a = d), g(a);\n    if
(Og(f)) return ca(a, d, f, h);\n    if (nb(f)) return D(a, d, f, h);\n    l && Qg(a, f);\n    if (\"undefined\" === typeof f
&& !k) switch (a.tag) {\n      case 1:\n      case 0:\n        throw a = a.type, Error(u(152, a.displayName || a.name ||
\"Component\"));\n    }\n    return c(a, d);\n  };\n}\n\nvar
Xg = Rg(!0),\n    Yg = Rg(!1),\n    Zg = {},\n    $g = {\n  current: Zg\n},\n    ah = {\n  current: Zg\n},\n    bh = {\n
current: Zg\n};\n\nfunction ch(a) {\n  if (a === Zg) throw Error(u(174));\n  return a;\n}\n\nfunction dh(a, b) {\n
I(bh, b);\n  I(ah, a);\n  I($g, Zg);\n  a = b.nodeType;\n\n  switch (a) {\n    case 9:\n    case 11:\n      b = (b =
b.documentElement) ? b.namespaceURI : Ob(null, \"\");\n      break;\n\n    default:\n      a = 8 === a ? b.parentNode :
b, b = a.namespaceURI || null, a = a.tagName, b = Ob(b, a);\n  }\n\n  H($g);\n  I($g, b);\n}\n\nfunction eh() {\n
H($g);\n  H(ah);\n  H(bh);\n}\n\nfunction fh(a) {\n  ch(bh.current);\n  var b = ch($g.current);\n  var c = Ob(b,
a.type);\n  b !== c && (I(ah, a), I($g, c));\n}\n\nfunction gh(a) {\n  ah.current === a && (H($g), H(ah));\n}\n\nvar
M = {\n  current: 0\n};\n\nfunction hh(a) {\n  for (var b = a; null !== b;) {\n    if (13 === b.tag) {\n      var c =
b.memoizedState;\n      if (null !== c && (c = c.dehydrated,
null === c || c.data === Bd || c.data === Cd)) return b;\n    } else if (19 === b.tag && void 0 !==
b.memoizedProps.revealOrder) {\n      if (0 !== (b.effectTag & 64)) return b;\n    } else if (null !== b.child) {\n
b.child.return = b;\n      b = b.child;\n      continue;\n    }\n\n    if (b === a) break;\n\n    for (; null === b.sibling;) {\n
if (null === b.return || b.return === a) return null;\n      b = b.return;\n    }\n\n    b.sibling.return = b.return;\n    b =
b.sibling;\n  }\n\n  return null;\n}\n\nfunction ih(a, b) {\n  return {\n    responder: a,\n    props: b\n  };\n}\n\nvar jh =
Wa.ReactCurrentDispatcher,\n    kh = Wa.ReactCurrentBatchConfig,\n    lh = 0,\n    N = null,\n    O = null,\n    P =
null,\n    mh = !1;\n\nfunction Q() {\n  throw Error(u(321));\n}\n\nfunction nh(a, b) {\n  if (null === b) return !1;\n\n
for (var c = 0; c < b.length && c < a.length; c++) {\n    if (!$e(a[c], b[c])) return !1;\n  }\n\n  return
!0;\n}\n\nfunction oh(a, b, c, d, e, f) {\n
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lh = f;\n N = b;\n b.memoizedState = null;\n b.updateQueue = null;\n b.expirationTime = 0;\n jh.current = null === a || null === a.memoizedState ? ph : qh;\n a = c(d, e);\n\n if (b.expirationTime === lh) {\n   f = 0;\n\n   do {\n   b.expirationTime = 0;\n   if (!(25 > f)) throw Error(u(301));\n   f += 1;\n   P = O = null;\n   b.updateQueue = null;\n   jh.current = rh;\n   a = c(d, e);\n   } while (b.expirationTime === lh);\n }\n\n jh.current = sh;\n b = null !== O && null !== O.next;\n lh = 0;\n P = O = N = null;\n mh = !1;\n if (b) throw Error(u(300));\n return a;\n}\n\nfunction th() {\n var a = {\n   memoizedState: null,\n   baseState: null,\n   baseQueue: null,\n   queue: null,\n   next: null\n };\n null === P ? N.memoizedState = P = a : P = P.next = a;\n return P;\n}\n\nfunction uh() {\n if (null === O) {\n   var a = N.alternate;\n   a = null !== a ? a.memoizedState : null;\n } else a = O.next;\n\n var b = null === P ? N.memoizedState
: P.next;\n if (null !== b) P = b, O = a;else {\n   if (null === a) throw Error(u(310));\n   O = a;\n   a = {\n   memoizedState: O.memoizedState,\n   baseState: O.baseState,\n   baseQueue: O.baseQueue,\n   queue: O.queue,\n   next: null\n   };\n   null === P ? N.memoizedState = P = a : P = P.next = a;\n }\n return P;\n}\n\nfunction vh(a, b) {\n return \"function\" === typeof b ? b(a) : b;\n}\n\nfunction wh(a) {\n var b = uh(),\n   c = b.queue;\n if (null === c) throw Error(u(311));\n c.lastRenderedReducer = a;\n var d = O,\n   e = d.baseQueue,\n   f = c.pending;\n\n if (null !== f) {\n   if (null !== e) {\n   var g = e.next;\n   e.next = f.next;\n   f.next = g;\n   }\n\n   d.baseQueue = e = f;\n   c.pending = null;\n }\n\n if (null !== e) {\n   e = e.next;\n   d = d.baseState;\n   var h = g = f = null,\n   k = e;\n\n   do {\n   var l = k.expirationTime;\n\n   if (l < lh) {\n   var m = {\n   expirationTime:
k.expirationTime,\n   suspenseConfig: k.suspenseConfig,\n   action: k.action,\n   eagerReducer: k.eagerReducer,\n   eagerState: k.eagerState,\n   next: null\n   };\n   null === h ? (g = h = m, f = d) : h = h.next = m;\n   l > N.expirationTime && (N.expirationTime = l, Bg(l));\n   } else null !== h && (h = h.next = {\n   expirationTime: 1073741823,\n   suspenseConfig: k.suspenseConfig,\n   action: k.action,\n   eagerReducer: k.eagerReducer,\n   eagerState: k.eagerState,\n   next: null\n   }), Ag(l, k.suspenseConfig), d = k.eagerReducer === a ? k.eagerState : a(d, k.action);\n\n   k = k.next;\n   } while (null !== k && k !== e);\n\n   null === h ? f = d : h.next = g;\n $e(d, b.memoizedState) || (rg = !0);\n   b.memoizedState = d;\n   b.baseState = f;\n   b.baseQueue = h;\n   c.lastRenderedState = d;\n }\n\n return [b.memoizedState, c.dispatch];\n}\n\nfunction xh(a) {\n var b = uh(),\n
    c = b.queue;\n if (null === c) throw Error(u(311));\n c.lastRenderedReducer = a;\n var d = c.dispatch,\n   e = c.pending,\n   f = b.memoizedState;\n\n if (null !== e) {\n   c.pending = null;\n   var g = e = e.next;\n\n   do {\n   f = a(f, g.action), g = g.next;\n   } while (g !== e);\n\n $e(f, b.memoizedState) || (rg = !0);\n   b.memoizedState = f;\n   null === b.baseQueue && (b.baseState = f);\n   c.lastRenderedState = f;\n }\n\n return [f, d];\n}\n\nfunction yh(a) {\n var b = th();\n \"function\" === typeof a && (a = a());\n b.memoizedState = b.baseState = a;\n a = b.queue = {\n   pending: null,\n   dispatch: null,\n   lastRenderedReducer: vh,\n   lastRenderedState: a\n };\n a = a.dispatch = zh.bind(null, N, a);\n return [b.memoizedState, a];\n}\n\nfunction Ah(a, b, c, d) {\n a = {\n   tag: a,\n   create: b,\n   destroy: c,\n   deps: d,\n   next: null\n };\n b = N.updateQueue;\n null === b ? (b = {\n   lastEffect: null\n }, N.updateQueue
= b, b.lastEffect = a.next = a) : (c = b.lastEffect, null === c ? b.lastEffect = a.next = a : (d = c.next, c.next = a, a.next = d, b.lastEffect = a));\n return a;\n}\n\nfunction Bh() {\n return uh().memoizedState;\n}\n\nfunction Ch(a, b, c, d) {\n var e = th();\n N.effectTag |= a;\n e.memoizedState = Ah(1 | b, c, void 0, void 0 === d ? null : d);\n}\n\nfunction Dh(a, b, c, d) {\n var e = uh();\n d = void 0 === d ? null : d;\n var f = void 0;\n\n if (null !== O) {\n   var g = O.memoizedState;\n   f = g.destroy;\n\n   if (null !== d && nh(d, g.deps)) {\n   Ah(b, c, f, d);\n   return;\n   }\n }\n\n N.effectTag |= a;\n e.memoizedState = Ah(1 | b, c, f, d);\n}\n\nfunction Eh(a, b) {\n return Ch(516, 4, a, b);\n}\n\nfunction Fh(a, b) {\n return Dh(516, 4, a, b);\n}\n\nfunction Gh(a, b) {\n return Dh(4, 2, a, b);\n}\n\nfunction Hh(a, b) {\n if (\"function\" === typeof b) return a = a(), b(a), function () {\n   b(null);\n };\n if (null !== b && void 0 !==
b) return a = a(), b.current = a, function () {\n   b.current = null;\n };\n}\n\nfunction Ih(a, b, c) {\n c = null !== c && void 0 !== c ? c.concat([a]) : null;\n return Dh(4, 2, Hh.bind(null, b, a), c);\n}\n\nfunction Jh() {}\n\nfunction Kh(a, b) {\n th().memoizedState = [a, void 0 === b ? null : b];\n return a;\n}\n\nfunction Lh(a, b) {\n var c =

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uh();\n  b = void 0 === b ? null : b;\n  var d = c.memoizedState;\n  if (null !== d && null !== b && nh(b, d[1]))
return d[0];\n  c.memoizedState = [a, b];\n  return a;\n}\n\nfunction Mh(a, b) {\n  var c = uh();\n  b = void 0 === b ?
null : b;\n  var d = c.memoizedState;\n  if (null !== d && null !== b && nh(b, d[1])) return d[0];\n  a = a();\n
c.memoizedState = [a, b];\n  return a;\n}\n\nfunction Nh(a, b, c) {\n  var d = ag();\n  cg(98 > d ? 98 : d, function ()
{\n    a(!0);\n  });\n  cg(97 < d ? 97 : d, function () {\n    var d = kh.suspense;\n    kh.suspense = void 0 === b ? null :
b;\n\n    try {\n      a(!1), c();\n    } finally
  {\n      kh.suspense = d;\n    }\n  });\n}\n\nfunction zh(a, b, c) {\n  var d = Gg(),\n      e = Dg.suspense;\n  d = Hg(d,
a, e);\n  e = {\n    expirationTime: d,\n    suspenseConfig: e,\n    action: c,\n    eagerReducer: null,\n    eagerState:
null,\n    next: null\n  };\n  var f = b.pending;\n  null === f ? e.next = e : (e.next = f.next, f.next = e);\n  b.pending =
e;\n  f = a.alternate;\n  if (a === N || null !== f && f === N) mh = !0, e.expirationTime = lh, N.expirationTime =
lh;else {\n    if (0 === a.expirationTime && (null === f || 0 === f.expirationTime) && (f = b.lastRenderedReducer,
null !== f)) try {\n      var g = b.lastRenderedState,\n          h = f(g, c);\n      e.eagerReducer = f;\n      e.eagerState =
h;\n      if ($e(h, g)) return;\n    } catch (k) {} finally {}\n    Ig(a, d);\n  }\n}\n\nvar sh = {\n  readContext: sg,\n
useCallback: Q,\n  useContext: Q,\n  useEffect: Q,\n  useImperativeHandle: Q,\n  useLayoutEffect: Q,\n  useMemo:
Q,\n  useReducer: Q,\n  useRef: Q,\n
  useState: Q,\n  useDebugValue: Q,\n  useResponder: Q,\n  useDeferredValue: Q,\n  useTransition: Q\n},\n    ph =
{\n  readContext: sg,\n  useCallback: Kh,\n  useContext: sg,\n  useEffect: Eh,\n  useImperativeHandle: function
useImperativeHandle(a, b, c) {\n    c = null !== c && void 0 !== c ? c.concat([a]) : null;\n    return Ch(4, 2,
Hh.bind(null, b, a), c);\n  },\n  useLayoutEffect: function useLayoutEffect(a, b) {\n    return Ch(4, 2, a, b);\n  },\n
useMemo: function useMemo(a, b) {\n    var c = th();\n    b = void 0 === b ? null : b;\n    a = a();\n
c.memoizedState = [a, b];\n    return a;\n  },\n  useReducer: function useReducer(a, b, c) {\n    var d = th();\n    b =
void 0 !== c ? c(b) : b;\n    d.memoizedState = d.baseState = b;\n    a = d.queue = {\n      pending: null,\n
dispatch: null,\n      lastRenderedReducer: a,\n      lastRenderedState: b\n    };\n    a = a.dispatch = zh.bind(null, N,
a);\n    return [d.memoizedState, a];\n  },\n  useRef: function useRef(a)
  {\n    var b = th();\n    a = {\n      current: a\n    };\n    return b.memoizedState = a;\n  },\n  useState: yh,\n
useDebugValue: Jh,\n  useResponder: ih,\n  useDeferredValue: function useDeferredValue(a, b) {\n    var c =
yh(a),\n        d = c[0],\n        e = c[1];\n    Eh(function () {\n      var c = kh.suspense;\n      kh.suspense = void 0 === b
? null : b;\n\n      try {\n        e(a);\n      } finally {\n        kh.suspense = c;\n      }\n    }, [a, b]);\n    return d;\n  },\n
useTransition: function useTransition(a) {\n    var b = yh(!1),\n        c = b[0];\n    b = b[1];\n    return
[Kh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    qh = {\n  readContext: sg,\n  useCallback: Lh,\n  useContext: sg,\n
useEffect: Fh,\n  useImperativeHandle: Ih,\n  useLayoutEffect: Gh,\n  useMemo: Mh,\n  useReducer: wh,\n  useRef:
Bh,\n  useState: function useState() {\n    return wh(vh);\n  },\n  useDebugValue: Jh,\n  useResponder: ih,\n
useDeferredValue: function useDeferredValue(a, b) {\n
    var c = wh(vh),\n        d = c[0],\n        e = c[1];\n    Fh(function () {\n      var c = kh.suspense;\n      kh.suspense =
void 0 === b ? null : b;\n\n      try {\n        e(a);\n      } finally {\n        kh.suspense = c;\n      }\n    }, [a, b]);\n
return d;\n  },\n  useTransition: function useTransition(a) {\n    var b = wh(vh),\n        c = b[0];\n    b = b[1];\n
return [Lh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    rh = {\n  readContext: sg,\n  useCallback: Lh,\n  useContext:
sg,\n  useEffect: Fh,\n  useImperativeHandle: Ih,\n  useLayoutEffect: Gh,\n  useMemo: Mh,\n  useReducer: xh,\n
useRef: Bh,\n  useState: function useState() {\n    return xh(vh);\n  },\n  useDebugValue: Jh,\n  useResponder: ih,\n
useDeferredValue: function useDeferredValue(a, b) {\n    var c = xh(vh),\n        d = c[0],\n        e = c[1];\n
Fh(function () {\n      var c = kh.suspense;\n      kh.suspense = void 0 === b ? null : b;\n\n      try {\n        e(a);\n      }
finally {\n        kh.suspense
  = c;\n      }\n    }, [a, b]);\n    return d;\n  },\n  useTransition: function useTransition(a) {\n    var b = xh(vh),\n        c
= b[0];\n    b = b[1];\n    return [Lh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    Oh = null,\n    Ph = null,\n    Qh =
!1;\n\nfunction Rh(a, b) {\n  var c = Sh(5, null, null, 0);\n  c.elementType = \"DELETED\";\n  c.type =
\"DELETED\";\n  c.stateNode = b;\n  c.return = a;\n  c.effectTag = 8;\n  null !== a.lastEffect ?
(a.lastEffect.nextEffect = c, a.lastEffect = c) : a.firstEffect = a.lastEffect = c;\n}\n\nfunction Th(a, b) {\n  switch
(a.tag) {\n    case 5:\n      var c = a.type;\n      b = 1 !== b.nodeType || c.toLowerCase() !==
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b.nodeName.toLowerCase() ? null : b;\n      return null !== b ? (a.stateNode = b, !0) : !1;\n\n    case 6:\n      return b = \"\" === a.pendingProps || 3 !== b.nodeType ? null : b, null !== b ? (a.stateNode = b, !0) : !1;\n\n    case 13:\n      return !1;\n\n    default:\n      return !1;\n  }\n}\n\nfunction Uh(a) {\n  if (Qh) {\n    var b = Ph;\n\n    if (b) {\n      var c = b;\n\n      if (!Th(a, b)) {\n        b = Jd(c.nextSibling);\n\n        if (!b || !Th(a, b)) {\n          a.effectTag = a.effectTag & -1025 | 2;\n          Qh = !1;\n          Oh = a;\n          return;\n        }\n\n        Rh(Oh, c);\n      }\n\n      Oh = a;\n      Ph = Jd(b.firstChild);\n    } else a.effectTag = a.effectTag & -1025 | 2, Qh = !1, Oh = a;\n  }\n}\n\nfunction Vh(a) {\n  for (a = a.return; null !== a && 5 !== a.tag && 3 !== a.tag && 13 !== a.tag;) {\n    a = a.return;\n  }\n\n  Oh = a;\n}\n\nfunction Wh(a) {\n  if (a !== Oh) return !1;\n  if (!Qh) return Vh(a), Qh = !0, !1;\n  var b = a.type;\n  if (5 !== a.tag || \"head\" !== b && \"body\" !== b && !Gd(b, a.memoizedProps)) for (b = Ph; b;) {\n    Rh(a, b), b = Jd(b.nextSibling);\n  }\n  Vh(a);\n\n  if (13 === a.tag) {\n    a = a.memoizedState;\n    a = null !== a ? a.dehydrated : null;\n    if (!a) throw Error(u(317));\n\n    a: {\n      a = a.nextSibling;\n\n      for (b = 0; a;) {\n        if (8 === a.nodeType) {\n          var c = a.data;\n\n          if (c === Ad) {\n            if (0 === b) {\n              Ph = Jd(a.nextSibling);\n              break a;\n            }\n\n            b--;\n          } else c !== zd && c !== Cd && c !== Bd || b++;\n        }\n\n        a = a.nextSibling;\n      }\n\n      Ph = null;\n    }\n  } else Ph = Oh ? Jd(a.stateNode.nextSibling) : null;\n\n  return !0;\n}\n\nfunction Xh() {\n  Ph = Oh = null;\n  Qh = !1;\n}\n\nvar Yh = Wa.ReactCurrentOwner,\n    rg = !1;\n\nfunction R(a, b, c, d) {\n  b.child = null === a ? Yg(b, null, c, d) : Xg(b, a.child, c, d);\n}\n\nfunction Zh(a, b, c, d, e) {\n  c = c.render;\n  var f = b.ref;\n  qg(b, e);\n  d = oh(a, b, c, d, f, e);\n  if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517, a.expirationTime <= e && (a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, d, e);\n  return b.child;\n}\n\nfunction ai(a, b, c, d, e, f)
 {\n  if (null === a) {\n    var g = c.type;\n    if (\"function\" === typeof g && !bi(g) && void 0 === g.defaultProps && null === c.compare && void 0 === c.defaultProps) return b.tag = 15, b.type = g, ci(a, b, g, d, e, f);\n    a = Ug(c.type, null, d, null, b.mode, f);\n    a.ref = b.ref;\n    a.return = b;\n    return b.child = a;\n  }\n  g = a.child;\n  if (e < f && (e = g.memoizedProps, c = c.compare, c = null !== c ? c : bf, c(e, d) && a.ref === b.ref)) return $h(a, b, f);\n  b.effectTag |= 1;\n  a = Sg(g, d);\n  a.ref = b.ref;\n  a.return = b;\n  return b.child = a;\n}\n\nfunction ci(a, b, c, d, e, f) {\n  return null !== a && bf(a.memoizedProps, d) && a.ref === b.ref && (rg = !1, e < f) ? (b.expirationTime = a.expirationTime, $h(a, b, f)) : di(a, b, c, d, f);\n}\n\nfunction ei(a, b) {\n  var c = b.ref;\n  if (null === a && null !== c || null !== a && a.ref !== c) b.effectTag |= 128;\n}\n\nfunction di(a, b, c, d, e) {\n  var f = L(c) ? Bf : J.current;\n  f = Cf(b, f);\n  qg(b,
 e);\n  c = oh(a, b, c, d, f, e);\n  if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517, a.expirationTime <= e && (a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, c, e);\n  return b.child;\n}\n\nfunction fi(a, b, c, d, e) {\n  if (L(c)) {\n    var f = !0;\n    Gf(b);\n  } else f = !1;\n\n  qg(b, e);\n  if (null === b.stateNode) null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), Lg(b, c, d), Ng(b, c, d, e), d = !0;else if (null === a) {\n    var g = b.stateNode,\n        h = b.memoizedProps;\n    g.props = h;\n    var k = g.context,\n        l = c.contextType;\n    \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l = Cf(b, l));\n    var m = c.getDerivedStateFromProps,\n        p = \"function\" === typeof m || \"function\" === typeof g.getSnapshotBeforeUpdate;\n    p || \"function\" !== typeof g.UNSAFE_componentWillReceiveProps && \"function\" !== typeof g.componentWillReceiveProps ||
 (h !== d || k !== l) && Mg(b, g, d, l);\n    tg = !1;\n    var x = b.memoizedState;\n    g.state = x;\n    zg(b, d, g, e);\n    k = b.memoizedState;\n    h !== d || x !== k || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m, d), k = b.memoizedState), (h = tg || Kg(b, c, h, d, x, k, l)) ? (p || \"function\" !== typeof g.UNSAFE_componentWillMount && \"function\" !== typeof g.componentWillMount || (\"function\" === typeof g.componentWillMount && g.componentWillMount(), \"function\" === typeof g.UNSAFE_componentWillMount && g.UNSAFE_componentWillMount()), \"function\" === typeof g.componentDidMount && (b.effectTag |= 4)) : (\"function\" === typeof g.componentDidMount && (b.effectTag |= 4), b.memoizedProps = d, b.memoizedState = k), g.props = d, g.state = k, g.context = l, d = h) : (\"function\" === typeof g.componentDidMount && (b.effectTag |= 4), d = !1);\n  } else g = b.stateNode, vg(a, b), h = b.memoizedProps, g.props = b.type === b.elementType ? h :
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ig(b.type, h), k = g.context,
l = c.contextType, \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l = Cf(b, l)), m = c.getDerivedStateFromProps, (p = \"function\" === typeof m || \"function\" === typeof g.getSnapshotBeforeUpdate) || \"function\" !== typeof g.UNSAFE_componentWillReceiveProps && \"function\" !== typeof g.componentWillReceiveProps || (h !== d || k !== l) && Mg(b, g, d, l), tg = !1, k = b.memoizedState, g.state = k, zg(b, d, g, e), x = b.memoizedState, h !== d || k !== x || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m, d), x = b.memoizedState), (m = tg || Kg(b, c, h, d, k, x, l)) ? (p || \"function\" !== typeof g.UNSAFE_componentWillUpdate && \"function\" !== typeof g.componentWillUpdate || (\"function\" === typeof g.componentWillUpdate && g.componentWillUpdate(d, x, l), \"function\" === typeof g.UNSAFE_componentWillUpdate && g.UNSAFE_componentWillUpdate(d, x, l)), \"function\" === typeof g.componentDidUpdate && (b.effectTag |= 4), \"function\" === typeof
g.getSnapshotBeforeUpdate && (b.effectTag |= 256)) : (\"function\" !== typeof g.componentDidUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 4), \"function\" !== typeof g.getSnapshotBeforeUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 256), b.memoizedProps = d, b.memoizedState = x), g.props = d, g.state = x, g.context = l, d = m) : (\"function\" !== typeof g.componentDidUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 4), \"function\" !== typeof g.getSnapshotBeforeUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 256), d = !1);\n return gi(a, b, c, d, f, e);\n}\n\nfunction gi(a, b, c, d, e, f) {\n ei(a, b);\n var g = 0 !== (b.effectTag & 64);\n if (!d && !g) return e && Hf(b, c, !1), $h(a, b, f);\n d = b.stateNode;\n Yh.current = b;\n var h = g && \"function\" !== typeof c.getDerivedStateFromError ? null : d.render();\n b.effectTag |= 1;\n null !== a && g ? (b.child = Xg(b, a.child, null, f), b.child = Xg(b, null, h, f)) : R(a, b, h, f);\n b.memoizedState = d.state;\n e && Hf(b, c, !0);\n return b.child;\n}\n\nfunction hi(a) {\n var b = a.stateNode;\n b.pendingContext ? Ef(a, b.pendingContext, b.pendingContext !== b.context) : b.context && Ef(a, b.context, !1);\n dh(a, b.containerInfo);\n}\n\nvar ii = {\n dehydrated: null,\n retryTime: 0\n};\n\nfunction ji(a, b, c) {\n var d = b.mode,\n   e = b.pendingProps,\n   f = M.current,\n   g = !1,\n   h;\n (h = 0 !== (b.effectTag & 64)) || (h = 0 !== (f & 2) && (null === a || null !== a.memoizedState));\n h ? (g = !0, b.effectTag &= -65) : null !== a && null === a.memoizedState || void 0 === e.fallback || !0 === e.unstable_avoidThisFallback || (f |= 1);\n I(M, f & 1);\n\n if (null === a) {\n   void 0 !== e.fallback && Uh(b);\n\n   if (g) {\n   g = e.fallback;\n   e = Wg(null, d, 0, null);\n   e.return = b;\n   if (0 === (b.mode & 2)) for (a = null !== b.memoizedState
? b.child.child : b.child, e.child = a; null !== a;) {\n   a.return = e, a = a.sibling;\n   }\n   c = Wg(g, d, c, null);\n   c.return = b;\n   e.sibling = c;\n   b.memoizedState = ii;\n   b.child = e;\n   return c;\n   }\n\n   d = e.children;\n   b.memoizedState = null;\n   return b.child = Yg(b, null, d, c);\n }\n\n if (null !== a.memoizedState) {\n   a = a.child;\n   d = a.sibling;\n\n   if (g) {\n   e = e.fallback;\n   c = Sg(a, a.pendingProps);\n   c.return = b;\n   if (0 === (b.mode & 2) && (g = null !== b.memoizedState ? b.child.child : b.child, g !== a.child)) for (c.child = g; null !== g;) {\n   g.return = c, g = g.sibling;\n   }\n   d = Sg(d, e);\n   d.return = b;\n   c.sibling = d;\n   c.childExpirationTime = 0;\n   b.memoizedState = ii;\n   b.child = c;\n   return d;\n   }\n\n   c = Xg(b, a.child, e.children, c);\n   b.memoizedState = null;\n   return b.child = c;\n }\n\n a = a.child;\n\n if (g) {\n   g = e.fallback;\n   e = Wg(null, d, 0, null);\n   e.return = b;\n   e.child = a;\n   null !== a && (a.return = e);\n   if (0 === (b.mode & 2)) for (a = null !== b.memoizedState ? b.child.child : b.child, e.child = a; null !== a;) {\n   a.return = e, a = a.sibling;\n   }\n   c = Wg(g, d, c, null);\n   c.return = b;\n   e.sibling = c;\n   c.effectTag |= 2;\n   e.childExpirationTime = 0;\n   b.memoizedState = ii;\n   b.child = e;\n   return c;\n }\n\n b.memoizedState = null;\n return b.child = Xg(b, a, e.children, c);\n}\n\nfunction ki(a, b) {\n a.expirationTime < b && (a.expirationTime = b);\n var c = a.alternate;\n null !== c && c.expirationTime < b && (c.expirationTime = b);\n pg(a.return, b);\n}\n\nfunction li(a, b, c, d, e, f) {\n var g = a.memoizedState;\n null === g ? a.memoizedState = {\n   isBackwards: b,\n   rendering: null,\n   renderingStartTime: 0,\n   last: d,\n   tail: c,\n   tailExpiration: 0,\n   tailMode: e,\n   lastEffect: f\n } : (g.isBackwards = b, g.rendering = null, g.renderingStartTime = 0, g.last = d, g.tail = c, g.tailExpiration = 0, g.tailMode = e, g.lastEffect = f);\n}\n\nfunction mi(a, b, c) {\n var d = b.pendingProps,\n   e = d.revealOrder,\n

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f = d.tail;\n  R(a, b, d.children, c);\n  d = M.current;\n  if (0 !== (d & 2)) d = d & 1 | 2, b.effectTag |= 64;else {\n    if (null !== a && 0 !== (a.effectTag & 64)) a: for (a = b.child; null !== a;) {\n      if (13 === a.tag) null !== a.memoizedState && ki(a, c);else if (19 === a.tag) ki(a, c);else if (null !== a.child) {\n        a.child.return = a;\n        a = a.child;\n        continue;\n      }\n      if (a === b) break a;\n\n      for (; null === a.sibling;) {\n        if (null === a.return || a.return === b) break a;\n        a = a.return;\n      }\n\n      a.sibling.return = a.return;\n      a = a.sibling;\n    }\n    d &= 1;\n  }\n  I(M, d);\n  if (0 === (b.mode & 2)) b.memoizedState = null;else switch (e) {\n    case \"forwards\":\n
    c = b.child;\n\n    for (e = null; null !== c;) {\n      a = c.alternate, null !== a && null === hh(a) && (e = c), c = c.sibling;\n    }\n\n    c = e;\n    null === c ? (e = b.child, b.child = null) : (e = c.sibling, c.sibling = null);\n    li(b, !1, e, c, f, b.lastEffect);\n    break;\n\n  case \"backwards\":\n    c = null;\n    e = b.child;\n\n    for (b.child = null; null !== e;) {\n      a = e.alternate;\n\n      if (null !== a && null === hh(a)) {\n        b.child = e;\n        break;\n      }\n\n      a = e.sibling;\n      e.sibling = c;\n      c = e;\n      e = a;\n    }\n\n    li(b, !0, c, null, f, b.lastEffect);\n    break;\n\n  case \"together\":\n    li(b, !1, null, null, void 0, b.lastEffect);\n    break;\n\n  default:\n    b.memoizedState = null;\n  }\n  return b.child;\n}\n\nfunction $h(a, b, c) {\n  null !== a && (b.dependencies = a.dependencies);\n  var d = b.expirationTime;\n  0 !== d && Bg(d);\n  if (b.childExpirationTime < c) return null;\n  if (null !== a && b.child !== a.child) throw Error(u(153));\n\n  if (null !== b.child) {\n    a = b.child;\n    c = Sg(a, a.pendingProps);\n    b.child = c;\n\n    for (c.return = b; null !== a.sibling;) {\n      a = a.sibling, c = c.sibling = Sg(a, a.pendingProps), c.return = b;\n    }\n\n    c.sibling = null;\n  }\n\n  return b.child;\n}\n\nvar ni, oi, pi, qi;\n\nni = function ni(a, b) {\n  for (var c = b.child; null !== c;) {\n    if (5 === c.tag || 6 === c.tag) a.appendChild(c.stateNode);else if (4 !== c.tag && null !== c.child) {\n      c.child.return = c;\n      c = c.child;\n      continue;\n    }\n    if (c === b) break;\n\n    for (; null === c.sibling;) {\n      if (null === c.return || c.return === b) return;\n      c = c.return;\n    }\n\n    c.sibling.return = c.return;\n    c = c.sibling;\n  }\n};\n\noi = function oi() {};\n\npi = function pi(a, b, c, d, e) {\n  var f = a.memoizedProps;\n\n  if (f !== d) {\n    var g = b.stateNode;\n
    ch($g.current);\n    a = null;\n\n    switch (c) {\n      case \"input\":\n        f = zb(g, f);\n        d = zb(g, d);\n        a = [];\n        break;\n\n      case \"option\":\n        f = Gb(g, f);\n        d = Gb(g, d);\n        a = [];\n        break;\n\n      case \"select\":\n        f = n({}, f, {\n          value: void 0\n        });\n        d = n({}, d, {\n          value: void 0\n        });\n        a = [];\n        break;\n\n      case \"textarea\":\n        f = Ib(g, f);\n        d = Ib(g, d);\n        a = [];\n        break;\n\n      default:\n        \"function\" !== typeof f.onClick && \"function\" === typeof d.onClick && (g.onclick = sd);\n    }\n\n    od(c, d);\n    var h, k;\n    c = null;\n\n    for (h in f) {\n      if (!d.hasOwnProperty(h) && f.hasOwnProperty(h) && null != f[h]) if (\"style\" === h) for (k in g = f[h], g) {\n        g.hasOwnProperty(k) && (c || (c = {}), c[k] = \"\");\n      } else \"dangerouslySetInnerHTML\" !== h && \"children\" !== h && \"suppressContentEditableWarning\"
    !== h && \"suppressHydrationWarning\" !== h && \"autoFocus\" !== h && (va.hasOwnProperty(h) ? a || (a = []) : (a = a || []).push(h, null));\n    }\n\n    for (h in d) {\n      var l = d[h];\n      g = null != f ? f[h] : void 0;\n      if (d.hasOwnProperty(h) && l !== g && (null != l || null != g)) if (\"style\" === h) {\n        if (g) {\n          for (k in g) {\n            !g.hasOwnProperty(k) || l && l.hasOwnProperty(k) || (c || (c = {}), c[k] = \"\");\n          }\n\n          for (k in l) {\n            l.hasOwnProperty(k) && g[k] !== l[k] && (c || (c = {}), c[k] = l[k]);\n          }\n        } else c || (a || (a = []), a.push(h, c)), c = l;\n      } else \"dangerouslySetInnerHTML\" === h ? (l = l ? l.__html : void 0, g = g ? g.__html : void 0, null != l && g !== l && (a = a || []).push(h, l)) : \"children\" === h ? g === l || \"string\" !== typeof l && \"number\" !== typeof l || (a = a || []).push(h, \"\" + l) : \"suppressContentEditableWarning\"
    !== h && \"suppressHydrationWarning\" !== h && (va.hasOwnProperty(h) ? (null != l && rd(e, h), a || g === l || (a = [])) : (a = a || []).push(h, l));\n    }\n\n    c && (a = a || []).push(\"style\", c);\n    e = a;\n    if (b.updateQueue = e) b.effectTag |= 4;\n  }\n};\n\nqi = function qi(a, b, c, d) {\n  c !== d && (b.effectTag |= 4);\n};\n\nfunction ri(a, b) {\n  switch (a.tailMode) {\n    case \"hidden\":\n      b = a.tail;\n\n      for (var c = null; null !== b;) {\n        null !== b.alternate && (c = b), b = b.sibling;\n      }\n\n      null === c ? a.tail = null : c.sibling = null;\n      break;\n\n    case \"collapsed\":\n      c = a.tail;\n\n      for (var d = null; null !== c;) {\n        null !== c.alternate && (d = c), c = c.sibling;\n      }\n\n      null === d ? b || null === a.tail ? a.tail = null : a.tail.sibling = null : d.sibling = null;\n
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}\n}\n\nfunction si(a, b, c) {\n  var d = b.pendingProps;\n\n  switch (b.tag) {\n    case 2:\n    case 16:\n    case 15:\n    case
 0:\n    case 11:\n    case 7:\n    case 8:\n    case 12:\n    case 9:\n    case 14:\n      return null;\n\n    case 1:\n      return
L(b.type) && Df(), null;\n\n    case 3:\n      return eh(), H(K), H(J), c = b.stateNode, c.pendingContext &&
(c.context = c.pendingContext, c.pendingContext = null), null !== a && null !== a.child || !Wh(b) || (b.effectTag |=
4), oi(b), null;\n\n    case 5:\n      gh(b);\n      c = ch(bh.current);\n      var e = b.type;\n      if (null !== a && null !=
b.stateNode) pi(a, b, e, d, c), a.ref !== b.ref && (b.effectTag |= 128);else {\n        if (!d) {\n          if (null ===
b.stateNode) throw Error(u(166));\n          return null;\n        }\n\n        a = ch($g.current);\n\n        if (Wh(b)) {\n
 d = b.stateNode;\n          e = b.type;\n          var f = b.memoizedProps;\n          d[Md] = b;\n          d[Nd] = f;\n\n
switch (e) {\n            case \"iframe\":\n            case \"object\":\n            case \"embed\":\n              F(\"load\",
 d);\n              break;\n\n            case \"video\":\n            case \"audio\":\n              for (a = 0; a < ac.length; a++) {\n
              F(ac[a], d);\n              }\n\n              break;\n\n            case \"source\":\n              F(\"error\", d);\n
break;\n\n            case \"img\":\n            case \"image\":\n            case \"link\":\n              F(\"error\", d);\n
F(\"load\", d);\n              break;\n\n            case \"form\":\n              F(\"reset\", d);\n              F(\"submit\", d);\n
  break;\n\n            case \"details\":\n              F(\"toggle\", d);\n              break;\n\n            case \"input\":\n
Ab(d, f);\n              F(\"invalid\", d);\n              rd(c, \"onChange\");\n              break;\n\n            case \"select\":\n
    d._wrapperState = {\n                wasMultiple: !!f.multiple\n              };\n              F(\"invalid\", d);\n
   rd(c, \"onChange\");\n              break;\n\n            case \"textarea\":\n              Jb(d, f), F(\"invalid\", d), rd(c,
\"onChange\");\n          }\n\n          od(e, f);\n          a = null;\n\n          for (var g in f) {\n            if
(f.hasOwnProperty(g)) {\n              var h = f[g];\n              \"children\" === g ? \"string\" === typeof h ?
d.textContent !== h && (a = [\"children\", h]) : \"number\" === typeof h && d.textContent !== \"\" + h && (a =
[\"children\", \"\" + h]) : va.hasOwnProperty(g) && null != h && rd(c, g);\n            }\n          }\n\n          switch (e)
{\n            case \"input\":\n              xb(d);\n              Eb(d, f, !0);\n              break;\n\n            case \"textarea\":\n
   xb(d);\n              Lb(d);\n              break;\n\n            case \"select\":\n            case \"option\":\n              break;\n\n
    default:\n              \"function\" === typeof f.onClick && (d.onclick = sd);\n          }\n\n
        c = a;\n          b.updateQueue = c;\n          null !== c && (b.effectTag |= 4);\n        } else {\n          g = 9 ===
c.nodeType ? c : c.ownerDocument;\n          a === qd && (a = Nb(e));\n          a === qd ? \"script\" === e ? (a =
g.createElement(\"div\"), a.innerHTML = \"<script>\\x3c/script>\", a = a.removeChild(a.firstChild)) : \"string\" ===
typeof d.is ? a = g.createElement(e, {\n            is: d.is\n          }) : (a = g.createElement(e), \"select\" === e && (g =
a, d.multiple ? g.multiple = !0 : d.size && (g.size = d.size))) : a = g.createElementNS(a, e);\n          a[Md] = b;\n
 a[Nd] = d;\n          ni(a, b, !1, !1);\n          b.stateNode = a;\n          g = pd(e, d);\n\n          switch (e) {\n            case
\"iframe\":\n            case \"object\":\n            case \"embed\":\n              F(\"load\", a);\n              h = d;\n
break;\n\n            case \"video\":\n            case \"audio\":\n              for (h = 0; h < ac.length;
 h++) {\n                F(ac[h], a);\n              }\n\n              h = d;\n              break;\n\n            case \"source\":\n
F(\"error\", a);\n              h = d;\n              break;\n\n            case \"img\":\n            case \"image\":\n            case
\"link\":\n              F(\"error\", a);\n              F(\"load\", a);\n              h = d;\n              break;\n\n            case
\"form\":\n              F(\"reset\", a);\n              F(\"submit\", a);\n              h = d;\n              break;\n\n            case
\"details\":\n              F(\"toggle\", a);\n              h = d;\n              break;\n\n            case \"input\":\n              Ab(a,
d);\n              h = zb(a, d);\n              F(\"invalid\", a);\n              rd(c, \"onChange\");\n              break;\n\n            case
\"option\":\n              h = Gb(a, d);\n              break;\n\n            case \"select\":\n              a._wrapperState = {\n
   wasMultiple:
 !!d.multiple\n              };\n              h = n({}, d, {\n                value: void 0\n              });\n              F(\"invalid\", a);\n
            rd(c, \"onChange\");\n              break;\n\n            case \"textarea\":\n              Jb(a, d);\n              h = Ib(a, d);\n
            F(\"invalid\", a);\n              rd(c, \"onChange\");\n              break;\n\n            default:\n              h = d;\n
}\n\n          od(e, h);\n          var k = h;\n\n          for (f in k) {\n            if (k.hasOwnProperty(f)) {\n              var l =
k[f];\n              \"style\" === f ? md(a, l) : \"dangerouslySetInnerHTML\" === f ? (l = l ? l.__html : void 0, null != l
&& Qb(a, l)) : \"children\" === f ? \"string\" === typeof l ? (\"textarea\" !== e || \"\" !== l) && Rb(a, l) : \"number\"
=== typeof l && Rb(a, \"\" + l) : \"suppressContentEditableWarning\" !== f && \"suppressHydrationWarning\" !==
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f && \"autoFocus\" !== f && (va.hasOwnProperty(f) ? null
 != l && rd(c, f) : null != l && Xa(a, f, l, g));\n          }\n        }\n\n        switch (e) {\n          case \"input\":\n
    xb(a);\n            Eb(a, d, !1);\n            break;\n\n          case \"textarea\":\n            xb(a);\n            Lb(a);\n
     break;\n\n          case \"option\":\n            null != d.value && a.setAttribute(\"value\", \"\" + rb(d.value));\n
     break;\n\n          case \"select\":\n            a.multiple = !!d.multiple;\n            c = d.value;\n            null != c ?
Hb(a, !!d.multiple, c, !1) : null != d.defaultValue && Hb(a, !!d.multiple, d.defaultValue, !0);\n            break;\n\n
    default:\n            \"function\" === typeof h.onClick && (a.onclick = sd);\n          }\n\n        Fd(e, d) &&
(b.effectTag |= 4);\n        }\n\n        null !== b.ref && (b.effectTag |= 128);\n      }\n      return null;\n\n    case 6:\n
if (a && null != b.stateNode) qi(a, b, a.memoizedProps,
 d);else {\n        if (\"string\" !== typeof d && null === b.stateNode) throw Error(u(166));\n        c =
ch(bh.current);\n        ch($g.current);\n        Wh(b) ? (c = b.stateNode, d = b.memoizedProps, c[Md] = b,
c.nodeValue !== d && (b.effectTag |= 4)) : (c = (9 === c.nodeType ? c : c.ownerDocument).createTextNode(d),
c[Md] = b, b.stateNode = c);\n      }\n      return null;\n\n    case 13:\n      H(M);\n      d = b.memoizedState;\n      if (0
!== (b.effectTag & 64)) return b.expirationTime = c, b;\n      c = null !== d;\n      d = !1;\n      null === a ? void 0
!== b.memoizedProps.fallback && Wh(b) : (e = a.memoizedState, d = null !== e, c || null === e || (e =
a.child.sibling, null !== e && (f = b.firstEffect, null !== f ? (b.firstEffect = e, e.nextEffect = f) : (b.firstEffect =
b.lastEffect = e, e.nextEffect = null), e.effectTag = 8)));\n      if (c && !d && 0 !== (b.mode & 2)) if (null === a &&
!0 !== b.memoizedProps.unstable_avoidThisFallback || 0 !== (M.current & 1))
 S === ti && (S = ui);else {\n        if (S === ti || S === ui) S = vi;\n        0 !== wi && null !== T && (xi(T, U), yi(T,
wi));\n      }\n      if (c || d) b.effectTag |= 4;\n      return null;\n\n    case 4:\n      return eh(), oi(b), null;\n\n    case
10:\n      return og(b), null;\n\n    case 17:\n      return L(b.type) && Df(), null;\n\n    case 19:\n      H(M);\n      d =
b.memoizedState;\n      if (null === d) return null;\n      e = 0 !== (b.effectTag & 64);\n      f = d.rendering;\n      if
(null === f) {\n        if (e) ri(d, !1);else {\n          if (S !== ti || null !== a && 0 !== (a.effectTag & 64)) for (f =
b.child; null !== f;) {\n            a = hh(f);\n\n            if (null !== a) {\n              b.effectTag |= 64;\n              ri(d, !1);\n
          e = a.updateQueue;\n              null !== e && (b.updateQueue = e, b.effectTag |= 4);\n              null ===
d.lastEffect && (b.firstEffect = null);\n              b.lastEffect = d.lastEffect;\n\n              for
 (d = b.child; null !== d;) {\n                e = d, f = c, e.effectTag &= 2, e.nextEffect = null, e.firstEffect = null,
e.lastEffect = null, a = e.alternate, null === a ? (e.childExpirationTime = 0, e.expirationTime = f, e.child = null,
e.memoizedProps = null, e.memoizedState = null, e.updateQueue = null, e.dependencies = null) :
(e.childExpirationTime = a.childExpirationTime, e.expirationTime = a.expirationTime, e.child = a.child,
e.memoizedProps = a.memoizedProps, e.memoizedState = a.memoizedState, e.updateQueue = a.updateQueue, f =
a.dependencies, e.dependencies = null === f ? null : {\n                  expirationTime: f.expirationTime,\n
firstContext: f.firstContext,\n                  responders: f.responders\n                }), d = d.sibling;\n              }\n\n
I(M, M.current & 1 | 2);\n              return b.child;\n            }\n\n            f = f.sibling;\n          }\n        }\n      } else {\n
    if (!e) if (a = hh(f), null !== a)
 {\n          if (b.effectTag |= 64, e = !0, c = a.updateQueue, null !== c && (b.updateQueue = c, b.effectTag |= 4), ri(d,
!0), null === d.tail && \"hidden\" === d.tailMode && !f.alternate) return b = b.lastEffect = d.lastEffect, null !== b
&& (b.nextEffect = null), null;\n        } else 2 * $f() - d.renderingStartTime > d.tailExpiration && 1 < c &&
(b.effectTag |= 64, e = !0, ri(d, !1), b.expirationTime = b.childExpirationTime = c - 1);\n        d.isBackwards ?
(f.sibling = b.child, b.child = f) : (c = d.last, null !== c ? c.sibling = f : b.child = f, d.last = f);\n      }\n      return null
!== d.tail ? (0 === d.tailExpiration && (d.tailExpiration = $f() + 500), c = d.tail, d.rendering = c, d.tail = c.sibling,
d.lastEffect = b.lastEffect, d.renderingStartTime = $f(), c.sibling = null, b = M.current, I(M, e ? b & 1 | 2 : b & 1), c)
: null;\n  }\n\n  throw Error(u(156, b.tag));\n}\n\nfunction zi(a) {\n  switch (a.tag) {\n    case 1:\n      L(a.type) &&
Df();\n      var b = a.effectTag;\n
      return b & 4096 ? (a.effectTag = b & -4097 | 64, a) : null;\n\n    case 3:\n      eh();\n      H(K);\n      H(J);\n      b =
a.effectTag;\n      if (0 !== (b & 64)) throw Error(u(285));\n      a.effectTag = b & -4097 | 64;\n      return a;\n\n
case 5:\n      return gh(a), null;\n\n    case 13:\n      return H(M), b = a.effectTag, b & 4096 ? (a.effectTag = b & -
4097 | 64, a) : null;\n\n    case 19:\n      return H(M), null;\n\n    case 4:\n      return eh(), null;\n\n    case 10:\n
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return og(a), null;\n\n    default:\n      return null;\n  }\n}\n\nfunction Ai(a, b) {\n  return {\n    value: a,\n    source:
b,\n    stack: qb(b)\n  };\n}\n\nvar Bi = \"function\" === typeof WeakSet ? WeakSet : Set;\n\nfunction Ci(a, b) {\n
var c = b.source,\n      d = b.stack;\n  null === d && null !== c && (d = qb(c));\n  null !== c && pb(c.type);\n  b =
b.value;\n  null !== a && 1 === a.tag && pb(a.type);\n\n  try {\n    console.error(b);\n  } catch (e) {\n
setTimeout(function () {\n
      throw e;\n    });\n  }\n}\n\nfunction Di(a, b) {\n  try {\n    b.props = a.memoizedProps, b.state =
a.memoizedState, b.componentWillUnmount();\n  } catch (c) {\n    Ei(a, c);\n  }\n}\n\nfunction Fi(a) {\n  var b =
a.ref;\n  if (null !== b) if (\"function\" === typeof b) try {\n    b(null);\n  } catch (c) {\n    Ei(a, c);\n  } else b.current
= null;\n}\n\nfunction Gi(a, b) {\n  switch (b.tag) {\n    case 0:\n    case 11:\n    case 15:\n    case 22:\n      return;\n\n
  case 1:\n      if (b.effectTag & 256 && null !== a) {\n        var c = a.memoizedProps,\n            d =
a.memoizedState;\n        a = b.stateNode;\n        b = a.getSnapshotBeforeUpdate(b.elementType === b.type ? c :
ig(b.type, c), d);\n        a.__reactInternalSnapshotBeforeUpdate = b;\n      }\n\n      return;\n\n    case 3:\n    case 5:\n
case 6:\n    case 4:\n    case 17:\n      return;\n  }\n\n  throw Error(u(163));\n}\n\nfunction Hi(a, b) {\n  b =
b.updateQueue;\n  b = null !== b ? b.lastEffect : null;\n\n
  if (null !== b) {\n    var c = b = b.next;\n\n    do {\n      if ((c.tag & a) === a) {\n        var d = c.destroy;\n
c.destroy = void 0;\n        void 0 !== d && d();\n      }\n\n      c = c.next;\n    } while (c !== b);\n  }\n}\n\nfunction
Ii(a, b) {\n  b = b.updateQueue;\n  b = null !== b ? b.lastEffect : null;\n\n  if (null !== b) {\n    var c = b = b.next;\n\n
  do {\n      if ((c.tag & a) === a) {\n        var d = c.create;\n        c.destroy = d();\n      }\n\n      c = c.next;\n    } while
(c !== b);\n  }\n}\n\nfunction Ji(a, b, c) {\n  switch (c.tag) {\n    case 0:\n    case 11:\n    case 15:\n    case 22:\n
Ii(3, c);\n      return;\n\n    case 1:\n      a = c.stateNode;\n      if (c.effectTag & 4) if (null === b)
a.componentDidMount();else {\n        var d = c.elementType === c.type ? b.memoizedProps : ig(c.type,
b.memoizedProps);\n        a.componentDidUpdate(d, b.memoizedState, a.__reactInternalSnapshotBeforeUpdate);\n
  }\n      b = c.updateQueue;\n      null
 !== b && Cg(c, b, a);\n      return;\n\n    case 3:\n      b = c.updateQueue;\n\n      if (null !== b) {\n        a = null;\n
  if (null !== c.child) switch (c.child.tag) {\n          case 5:\n            a = c.child.stateNode;\n            break;\n\n
case 1:\n            a = c.child.stateNode;\n        }\n        Cg(c, b, a);\n      }\n\n      return;\n\n    case 5:\n      a =
c.stateNode;\n      null === b && c.effectTag & 4 && Fd(c.type, c.memoizedProps) && a.focus();\n      return;\n\n
case 6:\n      return;\n\n    case 4:\n      return;\n\n    case 12:\n      return;\n\n    case 13:\n      null ===
c.memoizedState && (c = c.alternate, null !== c && (c = c.memoizedState, null !== c && (c = c.dehydrated, null
!== c && Vc(c))));\n      return;\n\n    case 19:\n    case 17:\n    case 20:\n    case 21:\n      return;\n  }\n\n  throw
Error(u(163));\n}\n\nfunction Ki(a, b, c) {\n  \"function\" === typeof Li && Li(b);\n\n  switch (b.tag) {\n    case 0:\n
  case 11:\n
    case 14:\n    case 15:\n    case 22:\n      a = b.updateQueue;\n\n      if (null !== a && (a = a.lastEffect, null !== a))
{\n        var d = a.next;\n        cg(97 < c ? 97 : c, function () {\n          var a = d;\n\n          do {\n            var c =
a.destroy;\n\n            if (void 0 !== c) {\n              var g = b;\n\n              try {\n                c();\n              } catch (h)
{\n                Ei(g, h);\n              }\n            }\n\n            a = a.next;\n          } while (a !== d);\n        });\n      }\n\n
break;\n\n    case 1:\n      Fi(b);\n      c = b.stateNode;\n      \"function\" === typeof c.componentWillUnmount &&
Di(b, c);\n      break;\n\n    case 5:\n      Fi(b);\n      break;\n\n    case 4:\n      Mi(a, b, c);\n  }\n}\n\nfunction Ni(a) {\n
var b = a.alternate;\n  a.return = null;\n  a.child = null;\n  a.memoizedState = null;\n  a.updateQueue = null;\n
a.dependencies = null;\n  a.alternate = null;\n  a.firstEffect = null;\n  a.lastEffect
 = null;\n  a.pendingProps = null;\n  a.memoizedProps = null;\n  a.stateNode = null;\n  null !== b &&
Ni(b);\n}\n\nfunction Oi(a) {\n  return 5 === a.tag || 3 === a.tag || 4 === a.tag;\n}\n\nfunction Pi(a) {\n  a: {\n    for
(var b = a.return; null !== b;) {\n      if (Oi(b)) {\n        var c = b;\n        break a;\n      }\n\n      b = b.return;\n    }\n\n
throw Error(u(160));\n  }\n\n  b = c.stateNode;\n\n  switch (c.tag) {\n    case 5:\n      var d = !1;\n      break;\n\n
case 3:\n      b = b.containerInfo;\n      d = !0;\n      break;\n\n    case 4:\n      b = b.containerInfo;\n      d = !0;\n
break;\n\n    default:\n      throw Error(u(161));\n  }\n\n  c.effectTag & 16 && (Rb(b, \"\"), c.effectTag &= -17);\n\n
a: b: for (c = a;;) {\n    for (; null === c.sibling;) {\n      if (null === c.return || Oi(c.return)) {\n        c = null;\n
break a;\n      }\n\n      c = c.return;\n    }\n\n    c.sibling.return = c.return;\n\n    for (c = c.sibling; 5 !== c.tag && 6
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!==
c.tag && 18 !== c.tag;) {\n if (c.effectTag & 2) continue b;\n if (null === c.child || 4 === c.tag) continue b;else c.child.return = c, c = c.child;\n }\n\n if (!(c.effectTag & 2)) {\n c = c.stateNode;\n break a;\n }\n }\n\n d ? Qi(a, c, b) : Ri(a, c, b);\n}\n\nfunction Qi(a, b, c) {\n var d = a.tag,\n e = 5 === d || 6 === d;\n if (e) a = e ? a.stateNode : a.stateNode.instance, b ? 8 === c.nodeType ? c.parentNode.insertBefore(a, b) : c.insertBefore(a, b) : (8 === c.nodeType ? (b = c.parentNode, b.insertBefore(a, c)) : (b = c, b.appendChild(a)), c = c._reactRootContainer, null !== c && void 0 !== c || null !== b.onclick || (b.onclick = sd));else if (4 !== d && (a = a.child, null !== a)) for (Qi(a, b, c), a = a.sibling; null !== a;) {\n Qi(a, b, c), a = a.sibling;\n }\n}\n\nfunction Ri(a, b, c) {\n var d = a.tag,\n e = 5 === d || 6 === d;\n if (e) a = e ? a.stateNode : a.stateNode.instance, b ? c.insertBefore(a, b) : c.appendChild(a);else
if (4 !== d && (a = a.child, null !== a)) for (Ri(a, b, c), a = a.sibling; null !== a;) {\n Ri(a, b, c), a = a.sibling;\n }\n}\n\nfunction Mi(a, b, c) {\n for (var d = b, e = !1, f, g;;) {\n if (!e) {\n e = d.return;\n\n a: for (;;) {\n if (null === e) throw Error(u(160));\n f = e.stateNode;\n\n switch (e.tag) {\n case 5:\n g = !1;\n break a;\n\n case 3:\n f = f.containerInfo;\n g = !0;\n break a;\n\n case 4:\n f = f.containerInfo;\n g = !0;\n break a;\n }\n\n e = e.return;\n }\n\n e = !0;\n }\n\n if (5 === d.tag || 6 === d.tag) {\n a: for (var h = a, k = d, l = c, m = k;;) {\n if (Ki(h, m, l), null !== m.child && 4 !== m.tag) m.child.return = m, m = m.child;else {\n if (m === k) break a;\n\n for (; null === m.sibling;) {\n if (null === m.return || m.return ===
k) break a;\n m = m.return;\n }\n\n m.sibling.return = m.return;\n m = m.sibling;\n }\n }\n\n g ? (h = f, k = d.stateNode, 8 === h.nodeType ? h.parentNode.removeChild(k) : h.removeChild(k)) : f.removeChild(d.stateNode);\n } else if (4 === d.tag) {\n if (null !== d.child) {\n f = d.stateNode.containerInfo;\n g = !0;\n d.child.return = d;\n d = d.child;\n continue;\n }\n } else if (Ki(a, d, c), null !== d.child) {\n d.child.return = d;\n d = d.child;\n continue;\n }\n\n if (d === b) break;\n\n for (; null === d.sibling;) {\n if (null === d.return || d.return === b) return;\n d = d.return;\n 4 === d.tag && (e = !1);\n }\n\n d.sibling.return = d.return;\n d = d.sibling;\n }\n}\n\nfunction Si(a, b) {\n switch (b.tag) {\n case 0:\n case 11:\n case 14:\n case 15:\n case 22:\n Hi(3, b);\n return;\n\n case 1:\n
return;\n\n case 5:\n var c = b.stateNode;\n\n if (null != c) {\n var d = b.memoizedProps,\n e = null !== a ? a.memoizedProps : d;\n a = b.type;\n var f = b.updateQueue;\n b.updateQueue = null;\n\n if (null !== f) {\n c[Nd] = d;\n \"input\" === a && \"radio\" === d.type && null != d.name && Bb(c, d);\n pd(a, e);\n b = pd(a, d);\n\n for (e = 0; e < f.length; e += 2) {\n var g = f[e],\n h = f[e + 1];\n \"style\" === g ? md(c, h) : \"dangerouslySetInnerHTML\" === g ? Qb(c, h) : \"children\" === g ? Rb(c, h) : Xa(c, g, h, b);\n }\n\n switch (a) {\n case \"input\":\n Cb(c, d);\n break;\n\n case \"textarea\":\n Kb(c, d);\n break;\n\n case \"select\":\n b = c._wrapperState.wasMultiple, c._wrapperState.wasMultiple = !!d.multiple, a = d.value,
null != a ? Hb(c, !!d.multiple, a, !1) : b !== !!d.multiple && (null != d.defaultValue ? Hb(c, !!d.multiple, d.defaultValue, !0) : Hb(c, !!d.multiple, d.multiple ? [] : \"\", !1));\n }\n }\n }\n\n return;\n\n case 6:\n if (null === b.stateNode) throw Error(u(162));\n b.stateNode.nodeValue = b.memoizedProps;\n return;\n\n case 3:\n b = b.stateNode;\n b.hydrate && (b.hydrate = !1, Vc(b.containerInfo));\n return;\n\n case 12:\n return;\n\n case 13:\n c = b;\n null === b.memoizedState ? d = !1 : (d = !0, c = b.child, Ti = $f());\n if (null !== c) a: for (a = c;;) {\n if (5 === a.tag) f = a.stateNode, d ? (f = f.style, \"function\" === typeof f.setProperty ? f.setProperty(\"display\", \"none\", \"important\") : f.display = \"none\") : (f = a.stateNode, e = a.memoizedProps.style, e = void 0 !== e && null !== e && e.hasOwnProperty(\"display\") ? e.display : null, f.style.display = ld(\"display\",
e));else if (6 === a.tag) a.stateNode.nodeValue = d ? \"\" : a.memoizedProps;else if (13 === a.tag && null !== a.memoizedState && null === a.memoizedState.dehydrated) {\n f = a.child.sibling;\n f.return = a;\n a = f;\n continue;\n } else if (null !== a.child) {\n a.child.return = a;\n a = a.child;\n continue;\n }\n if (a === c) break;\n\n for (; null === a.sibling;) {\n if (null === a.return || a.return

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=== c) break a;\n          a = a.return;\n        }\n\n        a.sibling.return = a.return;\n        a = a.sibling;\n      }\n
Ui(b);\n      return;\n\n    case 19:\n      Ui(b);\n      return;\n\n    case 17:\n      return;\n  }\n\n  throw
Error(u(163));\n}\n\nfunction Ui(a) {\n  var b = a.updateQueue;\n\n  if (null !== b) {\n    a.updateQueue = null;\n
var c = a.stateNode;\n    null === c && (c = a.stateNode = new Bi());\n    b.forEach(function (b) {\n      var d =
Vi.bind(null,
  a, b);\n      c.has(b) || (c.add(b), b.then(d, d));\n    });\n  }\n}\n\nvar Wi = \"function\" === typeof WeakMap ?
WeakMap : Map;\n\nfunction Xi(a, b, c) {\n  c = wg(c, null);\n  c.tag = 3;\n  c.payload = {\n    element: null\n  };\n
var d = b.value;\n\n  c.callback = function () {\n    Yi || (Yi = !0, Zi = d);\n    Ci(a, b);\n  };\n\n  return
c;\n}\n\nfunction $i(a, b, c) {\n  c = wg(c, null);\n  c.tag = 3;\n  var d = a.type.getDerivedStateFromError;\n\n  if
(\"function\" === typeof d) {\n    var e = b.value;\n\n    c.payload = function () {\n      Ci(a, b);\n      return d(e);\n
};\n  }\n\n  var f = a.stateNode;\n  null !== f && \"function\" === typeof f.componentDidCatch && (c.callback =
function () {\n    \"function\" !== typeof d && (null === aj ? aj = new Set([this]) : aj.add(this), Ci(a, b));\n    var c =
b.stack;\n    this.componentDidCatch(b.value, {\n      componentStack: null !== c ? c : \"\"\n    });\n  });\n  return
c;\n}\n\nvar bj = Math.ceil,\n    cj = Wa.ReactCurrentDispatcher,\n
    dj = Wa.ReactCurrentOwner,\n    V = 0,\n    ej = 8,\n    fj = 16,\n    gj = 32,\n    ti = 0,\n    hj = 1,\n    ij = 2,\n    ui
= 3,\n    vi = 4,\n    jj = 5,\n    W = V,\n    T = null,\n    X = null,\n    U = 0,\n    S = ti,\n    kj = null,\n    lj =
1073741823,\n    mj = 1073741823,\n    nj = null,\n    wi = 0,\n    oj = !1,\n    Ti = 0,\n    pj = 500,\n    Y = null,\n
Yi = !1,\n    Zi = null,\n    aj = null,\n    qj = !1,\n    rj = null,\n    sj = 90,\n    tj = null,\n    uj = 0,\n    vj = null,\n    wj
= 0;\n\nfunction Gg() {\n  return (W & (fj | gj)) !== V ? 1073741821 - ($f() / 10 | 0) : 0 !== wj ? wj : wj =
1073741821 - ($f() / 10 | 0);\n}\n\nfunction Hg(a, b, c) {\n  b = b.mode;\n  if (0 === (b & 2)) return 1073741823;\n
var d = ag();\n  if (0 === (b & 4)) return 99 === d ? 1073741823 : 1073741822;\n  if ((W & fj) !== V) return U;\n  if
(null !== c) a = hg(a, c.timeoutMs | 0 || 5E3, 250);else switch (d) {\n    case 99:\n      a = 1073741823;\n
break;\n\n
    case 98:\n      a = hg(a, 150, 100);\n      break;\n\n    case 97:\n    case 96:\n      a = hg(a, 5E3, 250);\n      break;\n\n
  case 95:\n      a = 2;\n      break;\n\n    default:\n      throw Error(u(326));\n  }\n  null !== T && a === U && --a;\n
return a;\n}\n\nfunction Ig(a, b) {\n  if (50 < uj) throw uj = 0, vj = null, Error(u(185));\n  a = xj(a, b);\n\n  if (null
!== a) {\n    var c = ag();\n    1073741823 === b ? (W & ej) !== V && (W & (fj | gj)) === V ? yj(a) : (Z(a), W ===
V && gg()) : Z(a);\n    (W & 4) === V || 98 !== c && 99 !== c || (null === tj ? tj = new Map([[a, b]]) : (c = tj.get(a),
(void 0 === c || c > b) && tj.set(a, b)));\n  }\n}\n\nfunction xj(a, b) {\n  a.expirationTime < b && (a.expirationTime
= b);\n  var c = a.alternate;\n  null !== c && c.expirationTime < b && (c.expirationTime = b);\n  var d = a.return,\n
  e = null;\n  if (null === d && 3 === a.tag) e = a.stateNode;else for (; null !== d;) {\n    c = d.alternate;\n
d.childExpirationTime <
 b && (d.childExpirationTime = b);\n    null !== c && c.childExpirationTime < b && (c.childExpirationTime =
b);\n\n    if (null === d.return && 3 === d.tag) {\n      e = d.stateNode;\n      break;\n    }\n\n    d = d.return;\n  }\n
null !== e && (T === e && (Bg(b), S === vi && xi(e, U)), yi(e, b));\n  return e;\n}\n\nfunction zj(a) {\n  var b =
a.lastExpiredTime;\n  if (0 !== b) return b;\n  b = a.firstPendingTime;\n  if (!Aj(a, b)) return b;\n  var c =
a.lastPingedTime;\n  a = a.nextKnownPendingLevel;\n  a = c > a ? c : a;\n  return 2 >= a && b !== a ? 0 :
a;\n}\n\nfunction Z(a) {\n  if (0 !== a.lastExpiredTime) a.callbackExpirationTime = 1073741823, a.callbackPriority
= 99, a.callbackNode = eg(yj.bind(null, a));else {\n    var b = zj(a),\n        c = a.callbackNode;\n    if (0 === b) null
!== c && (a.callbackNode = null, a.callbackExpirationTime = 0, a.callbackPriority = 90);else {\n      var d = Gg();\n
    1073741823 === b ? d = 99 : 1 === b || 2 === b ? d = 95 : (d = 10 * (1073741821
 - b) - 10 * (1073741821 - d), d = 0 >= d ? 99 : 250 >= d ? 98 : 5250 >= d ? 97 : 95);\n\n      if (null !== c) {\n
var e = a.callbackPriority;\n        if (a.callbackExpirationTime === b && e >= d) return;\n        c !== Tf && Kf(c);\n
    }\n\n      a.callbackExpirationTime = b;\n      a.callbackPriority = d;\n      b = 1073741823 === b ? eg(yj.bind(null,
a)) : dg(d, Bj.bind(null, a), {\n        timeout: 10 * (1073741821 - b) - $f()\n      });\n      a.callbackNode = b;\n    }\n
}\n}\n\nfunction Bj(a, b) {\n  wj = 0;\n  if (b) return b = Gg(), Cj(a, b), Z(a), null;\n  var c = zj(a);\n\n  if (0 !== c)
{\n    b = a.callbackNode;\n    if ((W & (fj | gj)) !== V) throw Error(u(327));\n    Dj();\n    a === T && c === U ||
Ej(a, c);\n\n    if (null !== X) {\n      var d = W;\n      W |= fj;\n      var e = Fj();\n\n      do {\n        try {\n          Gj();\n
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        break;\n      } catch (h) {\n        Hj(a, h);\n      }\n    } while (1);\n\n    ng();\n    W = d;\n
    cj.current = e;\n    if (S === hj) throw b = kj, Ej(a, c), xi(a, c), Z(a), b;\n    if (null === X) switch (e =
a.finishedWork = a.current.alternate, a.finishedExpirationTime = c, d = S, T = null, d) {\n      case ti:\n      case
hj:\n        throw Error(u(345));\n\n      case ij:\n        Cj(a, 2 < c ? 2 : c);\n        break;\n\n      case ui:\n
xi(a, c);\n        d = a.lastSuspendedTime;\n        c === d && (a.nextKnownPendingLevel = Ij(e));\n\n        if
(1073741823 === lj && (e = Ti + pj - $f(), 10 < e)) {\n          if (oj) {\n            var f = a.lastPingedTime;\n\n
          if (0 === f || f >= c) {\n              a.lastPingedTime = c;\n              Ej(a, c);\n              break;\n            }\n
}\n\n          f = zj(a);\n          if (0 !== f && f !== c) break;\n\n          if (0 !== d && d !== c) {\n
a.lastPingedTime = d;\n            break;\n          }\n\n          a.timeoutHandle =
          Hd(Jj.bind(null, a), e);\n          break;\n        }\n\n        Jj(a);\n        break;\n\n      case vi:\n        xi(a, c);\n
        d = a.lastSuspendedTime;\n        c === d && (a.nextKnownPendingLevel = Ij(e));\n\n        if (oj && (e =
a.lastPingedTime, 0 === e || e >= c)) {\n          a.lastPingedTime = c;\n          Ej(a, c);\n          break;\n        }\n\n
      e = zj(a);\n        if (0 !== e && e !== c) break;\n\n        if (0 !== d && d !== c) {\n          a.lastPingedTime =
d;\n          break;\n        }\n\n        1073741823 !== mj ? d = 10 * (1073741821 - mj) - $f() : 1073741823 === lj ?
d = 0 : (d = 10 * (1073741821 - lj) - 5E3, e = $f(), c = 10 * (1073741821 - c) - e, d = e - d, 0 > d && (d = 0), d =
(120 > d ? 120 : 480 > d ? 480 : 1080 > d ? 1080 : 1920 > d ? 1920 : 3E3 > d ? 3E3 : 4320 > d ? 4320 : 1960 * bj(d /
1960)) - d, c < d && (d = c));\n\n        if (10 < d) {\n          a.timeoutHandle = Hd(Jj.bind(null, a), d);\n
          break;\n        }\n\n        Jj(a);\n        break;\n\n      case jj:\n        if (1073741823 !== lj && null !== nj)
{\n          f = lj;\n          var g = nj;\n          d = g.busyMinDurationMs | 0;\n          0 >= d ? d = 0 : (e =
g.busyDelayMs | 0, f = $f() - (10 * (1073741821 - f) - (g.timeoutMs | 0 || 5E3)), d = f <= e ? 0 : e + d - f);\n\n
        if (10 < d) {\n            xi(a, c);\n            a.timeoutHandle = Hd(Jj.bind(null, a), d);\n            break;\n          }\n
        }\n\n        Jj(a);\n        break;\n\n      default:\n        throw Error(u(329));\n    }\n    Z(a);\n    if
(a.callbackNode === b) return Bj.bind(null, a);\n  }\n  }\n\n  return null;\n}\n\nfunction yj(a) {\n  var b =
a.lastExpiredTime;\n  b = 0 !== b ? b : 1073741823;\n  if ((W & (fj | gj)) !== V) throw Error(u(327));\n  Dj();\n  a
=== T && b === U || Ej(a, b);\n\n  if (null !== X) {\n    var c = W;\n    W |= fj;\n    var d = Fj();\n\n    do
{\n      try {\n        Kj();\n        break;\n      } catch (e) {\n        Hj(a, e);\n      }\n    } while (1);\n\n    ng();\n    W =
c;\n    cj.current = d;\n    if (S === hj) throw c = kj, Ej(a, b), xi(a, b), Z(a), c;\n    if (null !== X) throw
Error(u(261));\n    a.finishedWork = a.current.alternate;\n    a.finishedExpirationTime = b;\n    T = null;\n    Jj(a);\n
Z(a);\n  }\n\n  return null;\n}\n\nfunction Lj() {\n  if (null !== tj) {\n    var a = tj;\n    tj = null;\n    a.forEach(function
(a, c) {\n      Cj(c, a);\n      Z(c);\n    });\n    gg();\n  }\n}\n\nfunction Mj(a, b) {\n  var c = W;\n  W |= 1;\n\n  try {\n
return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n}\n\nfunction Nj(a, b) {\n  var c = W;\n  W &= -2;\n
W |= ej;\n\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n}\n\nfunction Ej(a, b) {\n
a.finishedWork = null;\n  a.finishedExpirationTime = 0;\n  var c = a.timeoutHandle;\n  -1 !== c &&
(a.timeoutHandle = -1, Id(c));\n
  if (null !== X) for (c = X.return; null !== c;) {\n    var d = c;\n\n    switch (d.tag) {\n      case 1:\n        d =
d.type.childContextTypes;\n        null !== d && void 0 !== d && Df();\n        break;\n\n      case 3:\n        eh();\n
H(K);\n        H(J);\n        break;\n\n      case 5:\n        gh(d);\n        break;\n\n      case 4:\n        eh();\n        break;\n\n
      case 13:\n        H(M);\n        break;\n\n      case 19:\n        H(M);\n        break;\n\n      case 10:\n        og(d);\n    }\n\n
      c = c.return;\n  }\n  T = a;\n  X = Sg(a.current, null);\n  U = b;\n  S = ti;\n  kj = null;\n  mj = lj = 1073741823;\n  nj
= null;\n  wi = 0;\n  oj = !1;\n}\n\nfunction Hj(a, b) {\n  do {\n    try {\n      ng();\n      jh.current = sh;\n      if (mh)
for (var c = N.memoizedState; null !== c;) {\n        var d = c.queue;\n        null !== d && (d.pending = null);\n        c
= c.next;\n      }\n      lh = 0;\n      P = O = N = null;\n      mh = !1;\n      if (null === X
  || null === X.return) return S = hj, kj = b, X = null;\n\n      a: {\n        var e = a,\n            f = X.return,\n            g =
X,\n            h = b;\n        b = U;\n        g.effectTag |= 2048;\n        g.firstEffect = g.lastEffect = null;\n\n        if (null
!== h && \"object\" === typeof h && \"function\" === typeof h.then) {\n          var k = h;\n\n          if (0 ===
(g.mode & 2)) {\n            var l = g.alternate;\n            l ? (g.updateQueue = l.updateQueue, g.memoizedState =
l.memoizedState, g.expirationTime = l.expirationTime) : (g.updateQueue = null, g.memoizedState = null);\n
}\n\n          var m = 0 !== (M.current & 1),\n              p = f;\n\n          do {\n            var x;\n\n            if (x = 13 ===
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p.tag) {\n            var z = p.memoizedState;\n            if (null !== z) x = null !== z.dehydrated ? !0 : !1;else {\n
    var ca = p.memoizedProps;\n            x = void 0 === ca.fallback ? !1 : !0 !== ca.unstable_avoidThisFallback
 ? !0 : m ? !1 : !0;\n          }\n        }\n\n        if (x) {\n          var D = p.updateQueue;\n\n          if (null
=== D) {\n            var t = new Set();\n            t.add(k);\n            p.updateQueue = t;\n          } else
D.add(k);\n\n          if (0 === (p.mode & 2)) {\n            p.effectTag |= 64;\n            g.effectTag &= -2981;\n
      if (1 === g.tag) if (null === g.alternate) g.tag = 17;else {\n            var y = wg(1073741823, null);\n
   y.tag = 2;\n            xg(g, y);\n          }\n          g.expirationTime = 1073741823;\n          break a;\n
      }\n\n        h = void 0;\n        g = b;\n        var A = e.pingCache;\n        null === A ? (A =
e.pingCache = new Wi(), h = new Set(), A.set(k, h)) : (h = A.get(k), void 0 === h && (h = new Set(), A.set(k,
h)));\n\n        if (!h.has(g)) {\n          h.add(g);\n
          var q = Oj.bind(null, e, k, g);\n          k.then(q, q);\n        }\n\n        p.effectTag |= 4096;\n
p.expirationTime = b;\n          break a;\n        }\n\n        p = p.return;\n      } while (null !== p);\n\n      h
= Error((pb(g.type) || \"A React component\") + \" suspended while rendering, but no fallback UI was
specified.\\n\\nAdd a <Suspense fallback=...> component higher in the tree to provide a loading indicator or
placeholder to display.\" + qb(g));\n      }\n\n      S !== jj && (S = ij);\n      h = Ai(h, g);\n      p = f;\n\n      do
{\n        switch (p.tag) {\n          case 3:\n            k = h;\n            p.effectTag |= 4096;\n            p.expirationTime
= b;\n            var B = Xi(p, k, b);\n            yg(p, B);\n            break a;\n\n          case 1:\n            k = h;\n
            var w = p.type,\n                ub = p.stateNode;\n\n            if (0 === (p.effectTag
 & 64) && (\"function\" === typeof w.getDerivedStateFromError || null !== ub && \"function\" === typeof
ub.componentDidCatch && (null === aj || !aj.has(ub)))) {\n              p.effectTag |= 4096;\n
p.expirationTime = b;\n              var vb = $i(p, k, b);\n              yg(p, vb);\n              break a;\n            }\n\n
        }\n\n        p = p.return;\n      } while (null !== p);\n    }\n\n    X = Pj(X);\n  } catch (Xc) {\n    b = Xc;\n
continue;\n  }\n\n  break;\n } while (1);\n}\n\nfunction Fj() {\n  var a = cj.current;\n  cj.current = sh;\n  return null
=== a ? sh : a;\n}\n\nfunction Ag(a, b) {\n  a < lj && 2 < a && (lj = a);\n  null !== b && a < mj && 2 < a && (mj
= a, nj = b);\n}\n\nfunction Bg(a) {\n  a > wi && (wi = a);\n}\n\nfunction Kj() {\n  for (; null !== X;) {\n    X =
Qj(X);\n  }\n}\n\nfunction Gj() {\n  for (; null !== X && !Uf();) {\n    X = Qj(X);\n  }\n}\n\nfunction Qj(a) {\n  var
b = Rj(a.alternate, a,
 U);\n  a.memoizedProps = a.pendingProps;\n  null === b && (b = Pj(a));\n  dj.current = null;\n  return
b;\n}\n\nfunction Pj(a) {\n  X = a;\n\n  do {\n    var b = X.alternate;\n    a = X.return;\n\n    if (0 === (X.effectTag &
2048)) {\n      b = si(b, X, U);\n\n      if (1 === U || 1 !== X.childExpirationTime) {\n        for (var c = 0, d = X.child;
null !== d;) {\n          var e = d.expirationTime,\n              f = d.childExpirationTime;\n          e > c && (c = e);\n
 f > c && (c = f);\n          d = d.sibling;\n        }\n\n        X.childExpirationTime = c;\n      }\n\n      if (null !== b)
return b;\n      null !== a && 0 === (a.effectTag & 2048) && (null === a.firstEffect && (a.firstEffect =
X.firstEffect), null !== X.lastEffect && (null !== a.lastEffect && (a.lastEffect.nextEffect = X.firstEffect),
a.lastEffect = X.lastEffect), 1 < X.effectTag && (null !== a.lastEffect ? a.lastEffect.nextEffect = X : a.firstEffect =
X, a.lastEffect = X));\n    } else {\n      b = zi(X);\n
      if (null !== b) return b.effectTag &= 2047, b;\n      null !== a && (a.firstEffect = a.lastEffect = null, a.effectTag
|= 2048);\n    }\n\n    b = X.sibling;\n    if (null !== b) return b;\n    X = a;\n  } while (null !== X);\n\n  S === ti &&
(S = jj);\n  return null;\n}\n\nfunction Ij(a) {\n  var b = a.expirationTime;\n  a = a.childExpirationTime;\n  return b >
a ? b : a;\n}\n\nfunction Jj(a) {\n  var b = ag();\n  cg(99, Sj.bind(null, a, b));\n  return null;\n}\n\nfunction Sj(a, b)
{\n  do {\n    Dj();\n  } while (null !== rj);\n\n  if ((W & (fj | gj)) !== V) throw Error(u(327));\n  var c =
a.finishedWork,\n      d = a.finishedExpirationTime;\n  if (null === c) return null;\n  a.finishedWork = null;\n
a.finishedExpirationTime = 0;\n  if (c === a.current) throw Error(u(177));\n  a.callbackNode = null;\n
a.callbackExpirationTime = 0;\n  a.callbackPriority = 90;\n  a.nextKnownPendingLevel = 0;\n  var e = Ij(c);\n
a.firstPendingTime = e;\n  d <= a.lastSuspendedTime ? a.firstSuspendedTime
 = a.lastSuspendedTime = a.nextKnownPendingLevel = 0 : d <= a.firstSuspendedTime && (a.firstSuspendedTime =
d - 1);\n  d <= a.lastPingedTime && (a.lastPingedTime = 0);\n  d <= a.lastExpiredTime && (a.lastExpiredTime =
0);\n  a === T && (X = T = null, U = 0);\n  1 < c.effectTag ? null !== c.lastEffect ? (c.lastEffect.nextEffect = c, e =
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c.firstEffect) : e = c : e = c.firstEffect;\n\n  if (null !== e) {\n    var f = W;\n    W |= gj;\n    dj.current = null;\n    Dd = fd;\n    var g = xd();\n\n    if (yd(g)) {\n      if (\"selectionStart\" in g) var h = {\n        start: g.selectionStart,\n        end: g.selectionEnd\n      };else a: {\n        h = (h = g.ownerDocument) && h.defaultView || window;\n        var k = h.getSelection && h.getSelection();\n\n        if (k && 0 !== k.rangeCount) {\n          h = k.anchorNode;\n          var l = k.anchorOffset,\n            m = k.focusNode;\n          k = k.focusOffset;\n\n          try {\n            h.nodeType, m.nodeType;\n
    } catch (wb) {\n            h = null;\n            break a;\n          }\n\n          var p = 0,\n            x = -1,\n            z = -1,\n            ca = 0,\n            D = 0,\n            t = g,\n            y = null;\n\n          b: for (;;) {\n            for (var A;;) {\n              t !== h || 0 !== l && 3 !== t.nodeType || (x = p + l);\n              t !== m || 0 !== k && 3 !== t.nodeType || (z = p + k);\n              3 === t.nodeType && (p += t.nodeValue.length);\n              if (null === (A = t.firstChild)) break;\n              y = t;\n              t = A;\n            }\n\n            for (;;) {\n              if (t === g) break b;\n              y === h && ++ca === l && (x = p);\n              y === m && ++D === k && (z = p);\n              if (null !== (A = t.nextSibling)) break;\n              t = y;\n              y = t.parentNode;\n            }\n\n            t = A;\n          }\n\n          h = -1 === x || -1 === z ? null : {\n            start:
 x,\n            end: z\n          };\n        } else h = null;\n      }\n      h = h || {\n        start: 0,\n        end: 0\n      };\n    } else h = null;\n\n    Ed = {\n      activeElementDetached: null,\n      focusedElem: g,\n      selectionRange: h\n    };\n    fd = !1;\n    Y = e;\n\n    do {\n      try {\n        Tj();\n      } catch (wb) {\n        if (null === Y) throw Error(u(330));\n        Ei(Y, wb);\n        Y = Y.nextEffect;\n      }\n    } while (null !== Y);\n\n    Y = e;\n\n    do {\n      try {\n        for (g = a, h = b; null !== Y;) {\n          var q = Y.effectTag;\n          q & 16 && Rb(Y.stateNode, \"\");\n\n          if (q & 128) {\n            var B = Y.alternate;\n\n            if (null !== B) {\n              var w = B.ref;\n              null !== w && (\"function\" === typeof w ? w(null) : w.current = null);\n            }\n          }\n\n          switch (q & 1038) {\n            case 2:\n              Pi(Y);\n              Y.effectTag &= -3;\n
            break;\n\n            case 6:\n              Pi(Y);\n              Y.effectTag &= -3;\n              Si(Y.alternate, Y);\n              break;\n\n            case 1024:\n              Y.effectTag &= -1025;\n              break;\n\n            case 1028:\n              Y.effectTag &= -1025;\n              Si(Y.alternate, Y);\n              break;\n\n            case 4:\n              Si(Y.alternate, Y);\n              break;\n\n            case 8:\n              l = Y, Mi(g, l, h), Ni(l);\n          }\n\n          Y = Y.nextEffect;\n        }\n      } catch (wb) {\n        if (null === Y) throw Error(u(330));\n        Ei(Y, wb);\n        Y = Y.nextEffect;\n      }\n    } while (null !== Y);\n\n    w = Ed;\n    B = xd();\n    q = w.focusedElem;\n    h = w.selectionRange;\n\n    if (B !== q && q && q.ownerDocument && wd(q.ownerDocument.documentElement, q)) {\n      null !== h && yd(q) && (B = h.start, w = h.end, void 0 === w && (w = B), \"selectionStart\" in q ? (q.selectionStart = B, q.selectionEnd = Math.min(w, q.value.length)) : (w = (B = q.ownerDocument || document) && B.defaultView || window, w.getSelection && (w = w.getSelection(), l = q.textContent.length, g = Math.min(h.start, l), h = void 0 === h.end ? g : Math.min(h.end, l), !w.extend && g > h && (l = h, h = g, g = l), l = vd(q, g), m = vd(q, h), l && m && (1 !== w.rangeCount || w.anchorNode !== l.node || w.anchorOffset !== l.offset || w.focusNode !== m.node || w.focusOffset !== m.offset) && (B = B.createRange(), B.setStart(l.node, l.offset), w.removeAllRanges(), g > h ? (w.addRange(B), w.extend(m.node, m.offset)) : (B.setEnd(m.node, m.offset), w.addRange(B))))));\n      B = [];\n\n      for (w = q; w = w.parentNode;) {\n        1 === w.nodeType && B.push({\n          element: w,\n          left: w.scrollLeft,\n          top: w.scrollTop\n        });\n      }\n\n      \"function\" === typeof q.focus && q.focus();\n\n      for (q = 0; q < B.length; q++) {\n        w = B[q], w.element.scrollLeft = w.left, w.element.scrollTop = w.top;\n      }\n    }\n\n    fd = !!Dd;\n    Ed = Dd = null;\n    a.current = c;\n    Y = e;\n\n    do {\n      try {\n        for (q = a; null !== Y;) {\n          var ub = Y.effectTag;\n          ub & 36 && Ji(q, Y.alternate, Y);\n\n          if (ub & 128) {\n            B = void 0;\n            var vb = Y.ref;\n\n            if (null !== vb) {\n              var Xc = Y.stateNode;\n\n              switch (Y.tag) {\n                case 5:\n                  B = Xc;\n                  break;\n\n                default:\n                  B = Xc;\n              }\n\n              \"function\" === typeof vb ? vb(B) : vb.current = B;\n            }\n          }\n\n          Y = Y.nextEffect;\n        }\n      } catch (wb) {\n        if (null === Y) throw Error(u(330));\n        Ei(Y, wb);\n        Y = Y.nextEffect;\n      }\n    } while (null !== Y);\n\n    Y = null;\n    Vf();\n    W = f;\n  } else a.current = c;\n\n  if (qj) qj = !1, rj = a, sj = b;else for (Y = e;
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null !== Y;) {\n    b = Y.nextEffect, Y.nextEffect = null, Y = b;\n  }\n  b = a.firstPendingTime;\n  0 === b && (aj =
null);\n  1073741823 === b ? a === vj ? uj++ : (uj = 0, vj = a) : uj = 0;\n  \"function\" === typeof Uj &&
Uj(c.stateNode, d);\n  Z(a);\n  if (Yi) throw Yi = !1, a = Zi, Zi = null, a;\n  if ((W & ej) !== V) return null;\n  gg();\n
return null;\n}\n\nfunction Tj() {\n  for (; null !== Y;) {\n    var a = Y.effectTag;\n    0 !== (a & 256) &&
Gi(Y.alternate, Y);\n    0 === (a & 512) || qj || (qj = !0, dg(97, function () {\n      Dj();\n      return null;\n    }));\n    Y
= Y.nextEffect;\n  }\n}\n\nfunction Dj() {\n  if (90 !== sj) {\n    var a = 97 < sj ? 97 : sj;\n    sj = 90;\n    return cg(a,
Vj);\n  }\n}\n\nfunction Vj() {\n  if (null === rj) return !1;\n  var a = rj;\n  rj = null;\n  if ((W & (fj | gj)) !== V)
throw Error(u(331));\n  var b = W;\n  W |= gj;\n\n  for (a = a.current.firstEffect; null !== a;) {\n    try {\n      var c =
a;\n      if (0 !== (c.effectTag &
512)) switch (c.tag) {\n        case 0:\n        case 11:\n        case 15:\n        case 22:\n          Hi(5, c), Ii(5, c);\n      }\n
} catch (d) {\n      if (null === a) throw Error(u(330));\n      Ei(a, d);\n    }\n\n    c = a.nextEffect;\n    a.nextEffect =
null;\n    a = c;\n  }\n\n  W = b;\n  gg();\n  return !0;\n}\n\nfunction Wj(a, b, c) {\n  b = Ai(c, b);\n  b = Xi(a, b,
1073741823);\n  xg(a, b);\n  a = xj(a, 1073741823);\n  null !== a && Z(a);\n}\n\nfunction Ei(a, b) {\n  if (3 ===
a.tag) Wj(a, a, b);else for (var c = a.return; null !== c;) {\n    if (3 === c.tag) {\n      Wj(c, a, b);\n      break;\n    }
else if (1 === c.tag) {\n      var d = c.stateNode;\n\n      if (\"function\" === typeof c.type.getDerivedStateFromError
|| \"function\" === typeof d.componentDidCatch && (null === aj || !aj.has(d))) {\n        a = Ai(b, a);\n        a = $i(c,
a, 1073741823);\n        xg(c, a);\n        c = xj(c, 1073741823);\n        null !== c && Z(c);\n        break;\n      }\n
}\n\n
    c = c.return;\n  }\n}\n\nfunction Oj(a, b, c) {\n  var d = a.pingCache;\n  null !== d && d.delete(b);\n  T === a &&
U === c ? S === vi || S === ui && 1073741823 === lj && $f() - Ti < pj ? Ej(a, U) : oj = !0 : Aj(a, c) && (b =
a.lastPingedTime, 0 !== b && b < c || (a.lastPingedTime = c, Z(a)));\n}\n\nfunction Vi(a, b) {\n  var c =
a.stateNode;\n  null !== c && c.delete(b);\n  b = 0;\n  0 === b && (b = Gg(), b = Hg(b, a, null));\n  a = xj(a, b);\n
null !== a && Z(a);\n}\n\nvar Rj;\n\nRj = function Rj(a, b, c) {\n  var d = b.expirationTime;\n\n  if (null !== a) {\n
var e = b.pendingProps;\n    if (a.memoizedProps !== e || K.current) rg = !0;else {\n      if (d < c) {\n        rg = !1;\n\n
    switch (b.tag) {\n        case 3:\n          hi(b);\n          Xh();\n          break;\n\n        case 5:\n          fh(b);\n
    if (b.mode & 4 && 1 !== c && e.hidden) return b.expirationTime = b.childExpirationTime = 1, null;\n
break;\n\n        case 1:\n
          L(b.type) && Gf(b);\n          break;\n\n        case 4:\n          dh(b, b.stateNode.containerInfo);\n
break;\n\n        case 10:\n          d = b.memoizedProps.value;\n          e = b.type._context;\n          I(jg,
e._currentValue);\n          e._currentValue = d;\n          break;\n\n        case 13:\n          if (null !==
b.memoizedState) {\n            d = b.child.childExpirationTime;\n            if (0 !== d && d >= c) return ji(a, b, c);\n
          I(M, M.current & 1);\n            b = $h(a, b, c);\n            return null !== b ? b.sibling : null;\n          }\n\n
    I(M, M.current & 1);\n          break;\n\n        case 19:\n          d = b.childExpirationTime >= c;\n\n          if (0
!== (a.effectTag & 64)) {\n            if (d) return mi(a, b, c);\n            b.effectTag |= 64;\n          }\n\n          e =
b.memoizedState;\n          null !== e && (e.rendering = null, e.tail = null);\n
          I(M, M.current);\n          if (!d) return null;\n        }\n\n        return $h(a, b, c);\n      }\n\n      rg = !1;\n    }\n
} else rg = !1;\n\n  b.expirationTime = 0;\n\n  switch (b.tag) {\n    case 2:\n      d = b.type;\n      null !== a &&
(a.alternate = null, b.alternate = null, b.effectTag |= 2);\n      a = b.pendingProps;\n      e = Cf(b, J.current);\n      qg(b,
c);\n      e = oh(null, b, d, a, e, c);\n      b.effectTag |= 1;\n\n      if (\"object\" === typeof e && null !== e &&
\"function\" === typeof e.render && void 0 === e.$$typeof) {\n        b.tag = 1;\n        b.memoizedState = null;\n
b.updateQueue = null;\n\n        if (L(d)) {\n          var f = !0;\n          Gf(b);\n        } else f = !1;\n\n
b.memoizedState = null !== e.state && void 0 !== e.state ? e.state : null;\n        ug(b);\n        var g =
d.getDerivedStateFromProps;\n        \"function\" === typeof g && Fg(b, d, g, a);\n        e.updater = Jg;\n
b.stateNode = e;\n
  e._reactInternalFiber = b;\n        Ng(b, d, a, c);\n        b = gi(null, b, d, !0, f, c);\n      } else b.tag = 0, R(null, b, e,
c), b = b.child;\n\n      return b;\n\n    case 16:\n      a: {\n        e = b.elementType;\n        null !== a && (a.alternate =
null, b.alternate = null, b.effectTag |= 2);\n        a = b.pendingProps;\n        ob(e);\n        if (1 !== e._status) throw
e._result;\n        e = e._result;\n        b.type = e;\n        f = b.tag = Xj(e);\n        a = ig(e, a);\n\n        switch (f) {\n
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case 0:\n b = di(null, b, e, a, c);\n break a;\n\n case 1:\n b = fi(null, b, e, a, c);\n break a;\n\n case 11:\n b = Zh(null, b, e, a, c);\n break a;\n\n case 14:\n b = ai(null, b, e, ig(e.type, a), d, c);\n break a;\n }\n\n throw Error(u(306, e, \"\"));\n }\n\n return b;\n\n case 0:\n return d = b.type, e = b.pendingProps,
 e = b.elementType === d ? e : ig(d, e), di(a, b, d, e, c);\n\n case 1:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), fi(a, b, d, e, c);\n\n case 3:\n hi(b);\n d = b.updateQueue;\n if (null === a || null === d) throw Error(u(282));\n d = b.pendingProps;\n e = b.memoizedState;\n e = null !== e ? e.element : null;\n vg(a, b);\n zg(b, d, null, c);\n d = b.memoizedState.element;\n if (d === e) Xh(), b = $h(a, b, c);else {\n if (e = b.stateNode.hydrate) Ph = Jd(b.stateNode.containerInfo.firstChild), Oh = b, e = Qh = !0;\n if (e) for (c = Yg(b, null, d, c), b.child = c; c;) {\n c.effectTag = c.effectTag & -3 | 1024, c = c.sibling;\n } else R(a, b, d, c), Xh();\n b = b.child;\n }\n return b;\n\n case 5:\n return fh(b), null === a && Uh(b), d = b.type, e = b.pendingProps, f = null !== a ? a.memoizedProps : null, g = e.children, Gd(d, e) ? g =
 null : null !== f && Gd(d, f) && (b.effectTag |= 16), ei(a, b), b.mode & 4 && 1 !== c && e.hidden ? (b.expirationTime = b.childExpirationTime = 1, b = null) : (R(a, b, g, c), b = b.child), b;\n\n case 6:\n return null === a && Uh(b), null;\n\n case 13:\n return ji(a, b, c);\n\n case 4:\n return dh(b, b.stateNode.containerInfo), d = b.pendingProps, null === a ? b.child = Xg(b, null, d, c) : R(a, b, d, c), b.child;\n\n case 11:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), Zh(a, b, d, e, c);\n\n case 7:\n return R(a, b, b.pendingProps, c), b.child;\n\n case 8:\n return R(a, b, b.pendingProps.children, c), b.child;\n\n case 12:\n return R(a, b, b.pendingProps.children, c), b.child;\n\n case 10:\n a: {\n d = b.type._context;\n e = b.pendingProps;\n g = b.memoizedProps;\n f = e.value;\n var h = b.type._context;\n I(jg, h._currentValue);\n h._currentValue
 = f;\n if (null !== g) if (h = g.value, f = $e(h, f) ? 0 : (\"function\" === typeof d._calculateChangedBits ? d._calculateChangedBits(h, f) : 1073741823) | 0, 0 === f) {\n if (g.children === e.children && !K.current) {\n b = $h(a, b, c);\n break a;\n }\n } else for (h = b.child, null !== h && (h.return = b); null !== h;) {\n var k = h.dependencies;\n\n if (null !== k) {\n g = h.child;\n\n for (var l = k.firstContext; null !== l;) {\n if (l.context === d && 0 !== (l.observedBits & f)) {\n 1 === h.tag && (l = wg(c, null), l.tag = 2, xg(h, l));\n h.expirationTime < c && (h.expirationTime = c);\n l = h.alternate;\n null !== l && l.expirationTime < c && (l.expirationTime = c);\n pg(h.return, c);\n k.expirationTime < c && (k.expirationTime = c);\n break;\n }\n\n l = l.next;\n }\n } else g = 10 === h.tag ? h.type === b.type ? null : h.child : h.child;\n\n if (null !== g) g.return = h;else for (g = h; null !== g;) {\n if (g === b) {\n g = null;\n break;\n }\n\n h = g.sibling;\n\n if (null !== h) {\n h.return = g.return;\n g = h;\n break;\n }\n\n g = g.return;\n }\n h = g;\n }\n R(a, b, e.children, c);\n b = b.child;\n }\n\n return b;\n\n case 9:\n return e = b.type, f = b.pendingProps, d = f.children, qg(b, c), e = sg(e, f.unstable_observedBits), d = d(e), b.effectTag |= 1, R(a, b, d, c), b.child;\n\n case 14:\n return e = b.type, f = ig(e, b.pendingProps), f = ig(e.type, f), ai(a, b, e, f, d, c);\n\n case 15:\n return ci(a, b, b.type, b.pendingProps, d, c);\n\n case 17:\n return d = b.type, e
 = b.pendingProps, e = b.elementType === d ? e : ig(d, e), null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), b.tag = 1, L(d) ? (a = !0, Gf(b)) : a = !1, qg(b, c), Lg(b, d, e), Ng(b, d, e, c), gi(null, b, d, !0, a, c);\n\n case 19:\n return mi(a, b, c);\n }\n\n throw Error(u(156, b.tag));\n};\n\nvar Uj = null,\n Li = null;\n\nfunction Yj(a) {\n if (\"undefined\" === typeof __REACT_DEVTOOLS_GLOBAL_HOOK__) return !1;\n var b = __REACT_DEVTOOLS_GLOBAL_HOOK__;\n if (b.isDisabled || !b.supportsFiber) return !0;\n\n try {\n var c = b.inject(a);\n\n Uj = function Uj(a) {\n try {\n b.onCommitFiberRoot(c, a, void 0, 64 === (a.current.effectTag & 64));\n } catch (e) {}\n };\n\n Li = function Li(a) {\n try {\n b.onCommitFiberUnmount(c, a);\n } catch (e) {}\n };\n } catch (d) {}\n\n return !0;\n}\n\nfunction Zj(a, b, c, d) {\n this.tag = a;\n this.key = c;\n this.sibling = this.child = this.return = this.stateNode
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= this.type = this.elementType = null;\n this.index = 0;\n this.ref = null;\n this.pendingProps = b;\n this.dependencies = this.memoizedState = this.updateQueue = this.memoizedProps = null;\n this.mode = d;\n this.effectTag = 0;\n this.lastEffect = this.firstEffect = this.nextEffect = null;\n this.childExpirationTime = this.expirationTime = 0;\n this.alternate = null;\n}\n\nfunction Sh(a, b, c, d) {\n return new Zj(a, b, c, d);\n}\n\nfunction bi(a) {\n a = a.prototype;\n return !(!a || !a.isReactComponent);\n}\n\nfunction Xj(a) {\n if (\"function\" === typeof a) return bi(a) ? 1 : 0;\n\n if (void 0 !== a && null !== a) {\n   a = a.$$typeof;\n   if (a === gb) return 11;\n   if (a === jb) return 14;\n }\n\n return 2;\n}\n\nfunction Sg(a, b) {\n var c = a.alternate;\n null === c ? (c = Sh(a.tag, b, a.key, a.mode), c.elementType = a.elementType, c.type = a.type, c.stateNode = a.stateNode, c.alternate = a, a.alternate = c) : (c.pendingProps = b, c.effectTag = 0,
  c.nextEffect = null, c.firstEffect = null, c.lastEffect = null);\n c.childExpirationTime = a.childExpirationTime;\n c.expirationTime = a.expirationTime;\n c.child = a.child;\n c.memoizedProps = a.memoizedProps;\n c.memoizedState = a.memoizedState;\n c.updateQueue = a.updateQueue;\n b = a.dependencies;\n c.dependencies = null === b ? null : {\n   expirationTime: b.expirationTime,\n   firstContext: b.firstContext,\n   responders: b.responders\n };\n c.sibling = a.sibling;\n c.index = a.index;\n c.ref = a.ref;\n return c;\n}\n\nfunction Ug(a, b, c, d, e, f) {\n var g = 2;\n d = a;\n if (\"function\" === typeof a) bi(a) && (g = 1);else if (\"string\" === typeof a) g = 5;else a: switch (a) {\n   case ab:\n   return Wg(c.children, e, f, b);\n\n   case fb:\n   g = 8;\n   e |= 7;\n   break;\n\n   case bb:\n   g = 8;\n   e |= 1;\n   break;\n\n   case cb:\n   return a = Sh(12, c, b, e | 8), a.elementType = cb, a.type = cb, a.expirationTime = f, a;\n\n   case hb:\n   return a = Sh(13, c, b, e), a.type = hb, a.elementType = hb, a.expirationTime = f, a;\n\n   case ib:\n   return a = Sh(19, c, b, e), a.elementType = ib, a.expirationTime = f, a;\n\n   default:\n   if (\"object\" === typeof a && null !== a) switch (a.$$typeof) {\n   case db:\n   g = 10;\n   break a;\n\n   case eb:\n   g = 9;\n   break a;\n\n   case gb:\n   g = 11;\n   break a;\n\n   case jb:\n   g = 14;\n   break a;\n\n   case kb:\n   g = 16;\n   d = null;\n   break a;\n\n   case lb:\n   g = 22;\n   break a;\n   }\n   throw Error(u(130, null == a ? a : typeof a, \"\"));\n }\n b = Sh(g, c, b, e);\n b.elementType = a;\n b.type = d;\n b.expirationTime = f;\n return b;\n}\n\nfunction Wg(a, b, c, d) {\n a = Sh(7, a, d, b);\n a.expirationTime = c;\n return a;\n}\n\nfunction Tg(a, b, c) {\n a = Sh(6, a, null, b);\n a.expirationTime
  = c;\n return a;\n}\n\nfunction Vg(a, b, c) {\n b = Sh(4, null !== a.children ? a.children : [], a.key, b);\n b.expirationTime = c;\n b.stateNode = {\n   containerInfo: a.containerInfo,\n   pendingChildren: null,\n implementation: a.implementation\n };\n return b;\n}\n\nfunction ak(a, b, c) {\n this.tag = b;\n this.current = null;\n this.containerInfo = a;\n this.pingCache = this.pendingChildren = null;\n this.finishedExpirationTime = 0;\n this.finishedWork = null;\n this.timeoutHandle = -1;\n this.pendingContext = this.context = null;\n this.hydrate = c;\n this.callbackNode = null;\n this.callbackPriority = 90;\n this.lastExpiredTime = this.lastPingedTime = this.nextKnownPendingLevel = this.lastSuspendedTime = this.firstSuspendedTime = this.firstPendingTime = 0;\n}\n\nfunction Aj(a, b) {\n var c = a.firstSuspendedTime;\n a = a.lastSuspendedTime;\n return 0 !== c && c >= b && a <= b;\n}\n\nfunction xi(a, b) {\n var c = a.firstSuspendedTime,\n   d = a.lastSuspendedTime;\n c < b && (a.firstSuspendedTime = b);\n if (d > b || 0 === c) a.lastSuspendedTime = b;\n b <= a.lastPingedTime && (a.lastPingedTime = 0);\n b <= a.lastExpiredTime && (a.lastExpiredTime = 0);\n}\n\nfunction yi(a, b) {\n b > a.firstPendingTime && (a.firstPendingTime = b);\n var c = a.firstSuspendedTime;\n 0 !== c && (b >= c ? a.firstSuspendedTime = a.lastSuspendedTime = a.nextKnownPendingLevel = 0 : b >= a.lastSuspendedTime && (a.lastSuspendedTime = b + 1), b > a.nextKnownPendingLevel && (a.nextKnownPendingLevel = b));\n}\n\nfunction Cj(a, b) {\n var c = a.lastExpiredTime;\n if (0 === c || c > b) a.lastExpiredTime = b;\n}\n\nfunction bk(a, b, c, d) {\n var e = b.current,\n   f = Gg(),\n   g = Dg.suspense;\n f = Hg(f, e, g);\n\n a: if (c) {\n   c = c._reactInternalFiber;\n\n   b: {\n   if (dc(c) !== c || 1 !== c.tag) throw Error(u(170));\n   var h = c;\n\n   do {\n   switch (h.tag) {\n   case 3:\n   h = h.stateNode.context;\n   break b;\n\n   case 1:\n   if (L(h.type)) {\n   h = h.stateNode.__reactInternalMemoizedMergedChildContext;\n   break b;\n   }\n\n   }\n\n   h = h.return;\n   } while (null !== h);\n\n   throw Error(u(171));\n   }\n\n   if (1 === c.tag) {\n   var k = c.type;\n\n   if (L(k)) {\n   c = Ff(c, k, h);\n   break a;\n   }\n   }\n\n   c = h;\n } else c = Af;\n\n null === b.context ?

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b.context = c : b.pendingContext = c;\n  b = wg(f, g);\n  b.payload = {\n    element: a\n  };\n  d = void 0 === d ? null : d;\n  null !== d && (b.callback = d);\n  xg(e, b);\n  Ig(e, f);\n  return f;\n}\n\nfunction ck(a) {\n  a = a.current;\n  if (!a.child) return null;\n\n  switch (a.child.tag) {\n    case 5:\n      return a.child.stateNode;\n\n    default:\n      return a.child.stateNode;\n  }\n}\n\nfunction dk(a, b) {\n  a = a.memoizedState;\n  null !== a && null !== a.dehydrated && a.retryTime < b && (a.retryTime
  = b);\n}\n\nfunction ek(a, b) {\n  dk(a, b);\n  (a = a.alternate) && dk(a, b);\n}\n\nfunction fk(a, b, c) {\n  c = null != c && !0 === c.hydrate;\n  var d = new ak(a, b, c),\n      e = Sh(3, null, null, 2 === b ? 7 : 1 === b ? 3 : 0);\n  d.current = e;\n  e.stateNode = d;\n  ug(e);\n  a[Od] = d.current;\n  c && 0 !== b && Jc(a, 9 === a.nodeType ? a : a.ownerDocument);\n  this._internalRoot = d;\n}\n\nfk.prototype.render = function (a) {\n  bk(a, this._internalRoot, null, null);\n};\n\nfk.prototype.unmount = function () {\n  var a = this._internalRoot,\n      b = a.containerInfo;\n  bk(null, a, null, function () {\n    b[Od] = null;\n  });\n};\n\nfunction gk(a) {\n  return !(!a || 1 !== a.nodeType && 9 !== a.nodeType && 11 !== a.nodeType && (8 !== a.nodeType || \" react-mount-point-unstable \" !== a.nodeValue));\n}\n\nfunction hk(a, b) {\n  b || (b = a ? 9 === a.nodeType ? a.documentElement : a.firstChild : null, b = !(!b || 1 !== b.nodeType || !b.hasAttribute(\"data-reactroot\")));\n
  if (!b) for (var c; c = a.lastChild;) {\n    a.removeChild(c);\n  }\n  return new fk(a, 0, b ? {\n    hydrate: !0\n  } : void 0);\n}\n\nfunction ik(a, b, c, d, e) {\n  var f = c._reactRootContainer;\n\n  if (f) {\n    var g = f._internalRoot;\n\n    if (\"function\" === typeof e) {\n      var h = e;\n\n      e = function e() {\n        var a = ck(g);\n        h.call(a);\n      };\n    }\n\n    bk(b, g, a, e);\n  } else {\n    f = c._reactRootContainer = hk(c, d);\n    g = f._internalRoot;\n\n    if (\"function\" === typeof e) {\n      var k = e;\n\n      e = function e() {\n        var a = ck(g);\n        k.call(a);\n      };\n    }\n\n    Nj(function () {\n      bk(b, g, a, e);\n    });\n  }\n\n  return ck(g);\n}\n\nfunction jk(a, b, c) {\n  var d = 3 < arguments.length && void 0 !== arguments[3] ? arguments[3] : null;\n  return {\n    $$typeof: $a,\n    key: null == d ? null : \"\" + d,\n    children: a,\n    containerInfo: b,\n    implementation: c\n  };\n}\n\nwc = function wc(a) {\n  if (13 === a.tag) {\n    var b = hg(Gg(), 150, 100);\n    Ig(a, b);\n    ek(a, b);\n  }\n};\n\nxc = function xc(a) {\n  13 === a.tag && (Ig(a, 3), ek(a, 3));\n};\n\nyc = function yc(a) {\n  if (13 === a.tag) {\n    var b = Gg();\n    b = Hg(b, a, null);\n    Ig(a, b);\n    ek(a, b);\n  }\n};\n\nza = function za(a, b, c) {\n  switch (b) {\n    case \"input\":\n      Cb(a, c);\n      b = c.name;\n\n      if (\"radio\" === c.type && null != b) {\n        for (c = a; c.parentNode;) {\n          c = c.parentNode;\n        }\n\n        c = c.querySelectorAll(\"input[name=\" + JSON.stringify(\"\" + b) + '][type=\"radio\"]');\n\n        for (b = 0; b < c.length; b++) {\n          var d = c[b];\n\n          if (d !== a && d.form === a.form) {\n            var e = Qd(d);\n            if (!e) throw Error(u(90));\n            yb(d);\n            Cb(d, e);\n          }\n        }\n      }\n\n      break;\n\n    case \"textarea\":\n      Kb(a, c);\n      break;\n\n    case \"select\":\n
    b = c.value, null != b && Hb(a, !!c.multiple, b, !1);\n  }\n};\n\nFa = Mj;\n\nGa = function Ga(a, b, c, d, e) {\n  var f = W;\n  W |= 4;\n\n  try {\n    return cg(98, a.bind(null, b, c, d, e));\n  } finally {\n    W = f, W === V && gg();\n  }\n};\n\nHa = function Ha() {\n  (W & (1 | fj | gj)) === V && (Lj(), Dj());\n};\n\nIa = function Ia(a, b) {\n  var c = W;\n  W |= 2;\n\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n};\n\nfunction kk(a, b) {\n  var c = 2 < arguments.length && void 0 !== arguments[2] ? arguments[2] : null;\n  if (!gk(b)) throw Error(u(200));\n  return jk(a, b, null, c);\n}\n\nvar lk = {\n  Events: [Nc, Pd, Qd, xa, ta, Xd, function (a) {\n    jc(a, Wd);\n  }, Da, Ea, id, mc, Dj, {\n    current: !1\n  }]\n};\n\n(function (a) {\n  var b = a.findFiberByHostInstance;\n  return Yj(n({}, a, {\n    overrideHookState: null,\n    overrideProps: null,\n    setSuspenseHandler: null,\n    scheduleUpdate: null,\n    currentDispatcherRef: Wa.ReactCurrentDispatcher,\n
    findHostInstanceByFiber: function findHostInstanceByFiber(a) {\n      a = hc(a);\n      return null === a ? null : a.stateNode;\n    },\n    findFiberByHostInstance: function findFiberByHostInstance(a) {\n      return b ? b(a) : null;\n    },\n    findHostInstancesForRefresh: null,\n    scheduleRefresh: null,\n    scheduleRoot: null,\n    setRefreshHandler: null,\n    getCurrentFiber: null\n  }));\n})({\n  findFiberByHostInstance: tc,\n  bundleType: 0,\n  version: \"16.14.0\",\n  rendererPackageName: \"react-dom\"\n});\n\nexports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED = lk;\nexports.createPortal = kk;\n\nexports.findDOMNode = function (a) {\n  if (null == a) return null;\n  if (1 === a.nodeType) return a;\n  var b = a._reactInternalFiber;\n\n  if (void 0 === b) {\n    if (\"function\" === typeof a.render) throw Error(u(188));\n    throw Error(u(268, Object.keys(a)));\n  }\n\n  a = hc(b);\n  a = null === a ? null :
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a.stateNode;\n  return a;\n};\n\nexports.flushSync
 = function (a, b) {\n  if ((W & (fj | gj)) !== V) throw Error(u(187));\n  var c = W;\n  W |= 1;\n\n  try {\n    return
cg(99, a.bind(null, b));\n  } finally {\n    W = c, gg();\n  }\n};\n\nexports.hydrate = function (a, b, c) {\n  if (!gk(b))
throw Error(u(200));\n  return ik(null, a, b, !0, c);\n};\n\nexports.render = function (a, b, c) {\n  if (!gk(b)) throw
Error(u(200));\n  return ik(null, a, b, !1, c);\n};\n\nexports.unmountComponentAtNode = function (a) {\n  if (!gk(a))
throw Error(u(40));\n  return a._reactRootContainer ? (Nj(function () {\n    ik(null, null, a, !1, function () {\n
a._reactRootContainer = null;\n      a[Od] = null;\n    });\n  }), !0) : !1;\n};\n\nexports.unstable_batchedUpdates =
Mj;\n\nexports.unstable_createPortal = function (a, b) {\n  return kk(a, b, 2 < arguments.length && void 0 !==
arguments[2] ? arguments[2] : null);\n};\n\nexports.unstable_renderSubtreeIntoContainer = function (a, b, c, d) {\n
if (!gk(c)) throw Error(u(200));\n  if (null
 == a || void 0 === a._reactInternalFiber) throw Error(u(38));\n  return ik(a, b, c, !1, d);\n};\n\nexports.version =
\"16.14.0\";","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n  module.exports =
require('./cjs/scheduler.production.min.js');\n} else {\n  module.exports =
require('./cjs/scheduler.development.js');\n}","/** @license React v0.19.1\n * scheduler.production.min.js\n *\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar _f, g, h, k, l;\n\nif
(\"undefined\" === typeof window || \"function\" !== typeof MessageChannel) {\n  var p = null,\n      q = null,\n      t
= function t() {\n    if (null !== p) try {\n      var a = exports.unstable_now();\n      p(!0, a);\n      p = null;\n    } catch
(b) {\n      throw setTimeout(t, 0), b;\n    }\n  },\n      u = Date.now();\n\n  exports.unstable_now = function
 () {\n    return Date.now() - u;\n  };\n\n  _f = function f(a) {\n    null !== p ? setTimeout(_f, 0, a) : (p = a,
setTimeout(t, 0));\n  };\n\n  g = function g(a, b) {\n    q = setTimeout(a, b);\n  };\n\n  h = function h() {\n
clearTimeout(q);\n  };\n\n  k = function k() {\n    return !1;\n  };\n\n  l = exports.unstable_forceFrameRate = function
() {};\n} else {\n  var w = window.performance,\n      x = window.Date,\n      y = window.setTimeout,\n      z =
window.clearTimeout;\n\n  if (\"undefined\" !== typeof console) {\n    var A = window.cancelAnimationFrame;\n
\"function\" !== typeof window.requestAnimationFrame && console.error(\"This browser doesn't support
requestAnimationFrame. Make sure that you load a polyfill in older browsers. https://fb.me/react-polyfills\");\n
\"function\" !== typeof A && console.error(\"This browser doesn't support cancelAnimationFrame. Make sure that
you load a polyfill in older browsers. https://fb.me/react-polyfills\");\n  }\n\n  if (\"object\"
 === typeof w && \"function\" === typeof w.now) exports.unstable_now = function () {\n    return w.now();\n
};else {\n    var B = x.now();\n\n    exports.unstable_now = function () {\n      return x.now() - B;\n    };\n  }\n  var C
= !1,\n      D = null,\n      E = -1,\n      F = 5,\n      G = 0;\n\n  k = function k() {\n    return exports.unstable_now() >=
G;\n  };\n\n  l = function l() {};\n\n  exports.unstable_forceFrameRate = function (a) {\n    0 > a || 125 < a ?
console.error(\"forceFrameRate takes a positive int between 0 and 125, forcing framerates higher than 125 fps is not
unsupported\") : F = 0 < a ? Math.floor(1E3 / a) : 5;\n  };\n\n  var H = new MessageChannel(),\n      I = H.port2;\n\n
H.port1.onmessage = function () {\n    if (null !== D) {\n      var a = exports.unstable_now();\n      G = a + F;\n\n
try {\n        D(!0, a) ? I.postMessage(null) : (C = !1, D = null);\n      } catch (b) {\n        throw I.postMessage(null),
b;\n      }\n    } else C = !1;\n  };\n\n
  _f = function _f(a) {\n    D = a;\n    C || (C = !0, I.postMessage(null));\n  };\n\n  g = function g(a, b) {\n    E =
y(function () {\n      a(exports.unstable_now());\n    }, b);\n  };\n\n  h = function h() {\n    z(E);\n    E = -1;\n
};\n}\n\nfunction J(a, b) {\n  var c = a.length;\n  a.push(b);\n\n  a: for (;;) {\n    var d = c - 1 >>> 1,\n        e = a[d];\n
 if (void 0 !== e && 0 < K(e, b)) a[d] = b, a[c] = e, c = d;else break a;\n  }\n}\n\nfunction L(a) {\n  a = a[0];\n
return void 0 === a ? null : a;\n}\n\nfunction M(a) {\n  var b = a[0];\n\n  if (void 0 !== b) {\n    var c = a.pop();\n\n
if (c !== b) {\n      a[0] = c;\n\n      a: for (var d = 0, e = a.length; d < e;) {\n        var m = 2 * (d + 1) - 1,\n            n =
a[m],\n            v = m + 1,\n            r = a[v];\n        if (void 0 !== n && 0 > K(n, c)) void 0 !== r && 0 > K(r, n) ?
(a[d] = r, a[v] = c, d = v) : (a[d] = n, a[m] = c, d = m);else if (void 0 !== r && 0 > K(r, c)) a[d] = r, a[v] = c, d =
v;else
 break a;\n      }\n    }\n\n    return b;\n  }\n\n  return null;\n}\n\nfunction K(a, b) {\n  var c = a.sortIndex -
b.sortIndex;\n  return 0 !== c ? c : a.id - b.id;\n}\n\nvar N = [],\n    O = [],\n    P = 1,\n    Q = null,\n    R = 3,\n    S =
```

!1,\n T = !1,\n U = !1;\n\nfunction V(a) {\n for (var b = L(O); null !== b;) {\n if (null === b.callback) M(O);else if (b.startTime <= a) M(O), b.sortIndex = b.expirationTime, J(N, b);else break;\n b = L(O);\n }\n}\n\nfunction W(a) {\n U = !1;\n V(a);\n if (!T) if (null !== L(N)) T = !0, _f(X);else {\n var b = L(O);\n null !== b && g(W, b.startTime - a);\n }\n}\n\nfunction X(a, b) {\n T = !1;\n U && (U = !1, h());\n S = !0;\n var c = R;\n\n try {\n V(b);\n\n for (Q = L(N); null !== Q && (!(Q.expirationTime > b) || a && !k());) {\n var d = Q.callback;\n\n if (null !== d) {\n Q.callback = null;\n R = Q.priorityLevel;\n var e = d(Q.expirationTime <= b);\n b = exports.unstable_now();\n

\"function\" === typeof e ? Q.callback = e : Q === L(N) && M(N);\n V(b);\n } else M(N);\n\n Q = L(N);\n }\n\n if (null !== Q) var m = !0;else {\n var n = L(O);\n null !== n && g(W, n.startTime - b);\n m = !1;\n }\n return m;\n } finally {\n Q = null, R = c, S = !1;\n }\n}\n\nfunction Y(a) {\n switch (a) {\n case 1:\n return -1;\n\n case 2:\n return 250;\n\n case 5:\n return 1073741823;\n\n case 4:\n return 1E4;\n\n default:\n return 5E3;\n }\n}\n\nvar Z = l;\nexports.unstable_IdlePriority = 5;\nexports.unstable_ImmediatePriority = 1;\nexports.unstable_LowPriority = 4;\nexports.unstable_NormalPriority = 3;\nexports.unstable_Profiling = null;\nexports.unstable_UserBlockingPriority = 2;\n\nexports.unstable_cancelCallback = function (a) {\n a.callback = null;\n};\n\nexports.unstable_continueExecution = function () {\n T || S || (T = !0, _f(X));\n};\n\nexports.unstable_getCurrentPriorityLevel
 = function () {\n return R;\n};\n\nexports.unstable_getFirstCallbackNode = function () {\n return L(N);\n};\n\nexports.unstable_next = function (a) {\n switch (R) {\n case 1:\n case 2:\n case 3:\n var b = 3;\n break;\n\n default:\n b = R;\n }\n\n var c = R;\n R = b;\n\n try {\n return a();\n } finally {\n R = c;\n }\n};\n\nexports.unstable_pauseExecution = function () {};\n\nexports.unstable_requestPaint = Z;\n\nexports.unstable_runWithPriority = function (a, b) {\n switch (a) {\n case 1:\n case 2:\n case 3:\n case 4:\n case 5:\n break;\n\n default:\n a = 3;\n }\n\n var c = R;\n R = a;\n\n try {\n return b();\n } finally {\n R = c;\n }\n};\n\nexports.unstable_scheduleCallback = function (a, b, c) {\n var d = exports.unstable_now();\n\n if (\"object\" === typeof c && null !== c) {\n var e = c.delay;\n e = \"number\" === typeof e && 0 < e ? d + e : d;\n c = \"number\" === typeof c.timeout
 ? c.timeout : Y(a);\n } else c = Y(a), e = d;\n\n c = e + c;\n a = {\n id: P++,\n callback: b,\n priorityLevel: a,\n startTime: e,\n expirationTime: c,\n sortIndex: -1\n };\n e > d ? (a.sortIndex = e, J(O, a), null === L(N) && a === L(O) && (U ? h() : U = !0, g(W, e - d))) : (a.sortIndex = c, J(N, a), T || S || (T = !0, _f(X)));\n return a;\n};\n\nexports.unstable_shouldYield = function () {\n var a = exports.unstable_now();\n V(a);\n var b = L(N);\n return b !== Q && null !== Q && null !== b && null !== b.callback && b.startTime <= a && b.expirationTime < Q.expirationTime || k();\n};\n\nexports.unstable_wrapCallback = function (a) {\n var b = R;\n return function () {\n var c = R;\n R = b;\n\n try {\n return a.apply(this, arguments);\n } finally {\n R = c;\n }\n };\n};","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory
 of this source tree.\n */\n'use strict';\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() {}\n\nfunction emptyFunctionWithReset() {}\n\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\nmodule.exports = function () {\n function shim(props, propName, componentName, location, propFullName, secret) {\n if (secret === ReactPropTypesSecret) {\n // It is still safe when called from React.\n return;\n }\n\n var err = new Error('Calling PropTypes validators directly is not supported by the `prop-types` package. ' + 'Use PropTypes.checkPropTypes() to call them. ' + 'Read more at http://fb.me/use-check-prop-types');\n err.name = 'Invariant Violation';\n throw err;\n }\n\n ;\n shim.isRequired = shim;\n\n function getShim() {\n return shim;\n }\n\n ; // Important!\n // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n\n var ReactPropTypes = {\n array: shim,\n
  bigint: shim,\n bool: shim,\n func: shim,\n number: shim,\n object: shim,\n string: shim,\n symbol: shim,\n any: shim,\n arrayOf: getShim,\n element: shim,\n elementType: shim,\n instanceOf: getShim,\n node: shim,\n objectOf: getShim,\n oneOf: getShim,\n oneOfType: getShim,\n shape: getShim,\n exact:

getShim,\n checkPropTypes: emptyFunctionWithReset,\n resetWarningCache: emptyFunction\n };\n ReactPropTypes.PropTypes = ReactPropTypes;\n return ReactPropTypes;\n};","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar ReactPropTypesSecret = 'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\nmodule.exports = ReactPropTypesSecret;","/** @license React v16.13.1\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is
 licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar b = \"function\" === typeof Symbol && Symbol.for,\n c = b ? Symbol.for(\"react.element\") : 60103,\n d = b ? Symbol.for(\"react.portal\") : 60106,\n e = b ? Symbol.for(\"react.fragment\") : 60107,\n f = b ? Symbol.for(\"react.strict_mode\") : 60108,\n g = b ? Symbol.for(\"react.profiler\") : 60114,\n h = b ? Symbol.for(\"react.provider\") : 60109,\n k = b ? Symbol.for(\"react.context\") : 60110,\n l = b ? Symbol.for(\"react.async_mode\") : 60111,\n m = b ? Symbol.for(\"react.concurrent_mode\") : 60111,\n n = b ? Symbol.for(\"react.forward_ref\") : 60112,\n p = b ? Symbol.for(\"react.suspense\") : 60113,\n q = b ? Symbol.for(\"react.suspense_list\") : 60120,\n r = b ? Symbol.for(\"react.memo\") : 60115,\n t = b ? Symbol.for(\"react.lazy\") : 60116,\n v = b ? Symbol.for(\"react.block\") : 60121,\n w = b ? Symbol.for(\"react.fundamental\")
 : 60117,\n x = b ? Symbol.for(\"react.responder\") : 60118,\n y = b ? Symbol.for(\"react.scope\") : 60119;\n\nfunction z(a) {\n if (\"object\" === typeof a && null !== a) {\n var u = a.$$typeof;\n\n switch (u) {\n
  case c:\n switch (a = a.type, a) {\n case l:\n case m:\n case e:\n case g:\n case f:\n
  case p:\n return a;\n\n default:\n switch (a = a && a.$$typeof, a) {\n case k:\n
case n:\n case t:\n case r:\n case h:\n return a;\n\n default:\n
return u;\n }\n\n }\n\n case d:\n return u;\n }\n }\n}\n\nfunction A(a) {\n return z(a) ===
m;\n}\n\nexports.AsyncMode = l;\nexports.ConcurrentMode = m;\nexports.ContextConsumer =
k;\nexports.ContextProvider = h;\nexports.Element = c;\nexports.ForwardRef = n;\nexports.Fragment
 = e;\nexports.Lazy = t;\nexports.Memo = r;\nexports.Portal = d;\nexports.Profiler = g;\nexports.StrictMode =
f;\nexports.Suspense = p;\n\nexports.isAsyncMode = function (a) {\n return A(a) || z(a) ===
l;\n};\n\nexports.isConcurrentMode = A;\n\nexports.isContextConsumer = function (a) {\n return z(a) ===
k;\n};\n\nexports.isContextProvider = function (a) {\n return z(a) === h;\n};\n\nexports.isElement = function (a)
{\n return \"object\" === typeof a && null !== a && a.$$typeof === c;\n};\n\nexports.isForwardRef = function (a)
{\n return z(a) === n;\n};\n\nexports.isFragment = function (a) {\n return z(a) === e;\n};\n\nexports.isLazy =
function (a) {\n return z(a) === t;\n};\n\nexports.isMemo = function (a) {\n return z(a) ===
r;\n};\n\nexports.isPortal = function (a) {\n return z(a) === d;\n};\n\nexports.isProfiler = function (a) {\n return
z(a) === g;\n};\n\nexports.isStrictMode = function (a) {\n return z(a) === f;\n};\n\nexports.isSuspense = function
(a) {\n return
 z(a) === p;\n};\n\nexports.isValidElementType = function (a) {\n return \"string\" === typeof a || \"function\" ===
typeof a || a === e || a === m || a === g || a === f || a === p || a === q || \"object\" === typeof a && null !== a &&
(a.$$typeof === t || a.$$typeof === r || a.$$typeof === h || a.$$typeof === k || a.$$typeof === n || a.$$typeof === w
|| a.$$typeof === x || a.$$typeof === y || a.$$typeof === v);\n};\n\nexports.typeOf = z;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _keys = require('babel-
runtime/core-js/object/keys');\n\nvar _keys2 = _interopRequireDefault(_keys);\n\nvar _objectWithoutProperties2 =
require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar
 _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =

_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.getStyles = getStyles;\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _menu = require('../svg-icons/navigation/menu');\n\nvar _menu2 = _interopRequireDefault(_menu);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n   appBar = _context$muiTheme.appBar,\n   iconButtonSize = _context$muiTheme.button.iconButtonSize,\n   zIndex = _context$muiTheme.zIndex;\n var flatButtonSize = 36;\n var styles = {\n   root: {\n   position: 'relative',\n   zIndex: zIndex.appBar,\n   width: '100%',\n   display: 'flex',\n   backgroundColor: appBar.color,\n   paddingLeft: appBar.padding,\n   paddingRight: appBar.padding\n   },\n   title: {\n   whiteSpace: 'nowrap',\n   overflow: 'hidden',\n   textOverflow: 'ellipsis',\n   margin: 0,\n   paddingTop: 0,\n   letterSpacing: 0,\n   fontSize: 24,\n   fontWeight: appBar.titleFontWeight,\n   color: appBar.textColor,\n   height: appBar.height,\n   lineHeight: appBar.height + 'px'\n   },\n   mainElement: {\n   boxFlex: 1,\n   flex: '1'\n   },\n   iconButtonStyle: {\n   marginTop: (appBar.height - iconButtonSize) / 2,\n   marginRight: 8,\n   marginLeft: -16\n   },\n   iconButtonIconStyle: {\n   fill: appBar.textColor,\n   color: appBar.textColor\n   },\n   flatButton: {\n   color: appBar.textColor,\n   marginTop: (iconButtonSize - flatButtonSize) / 2 + 1\n   }\n };\n return styles;\n}\n\nvar AppBar = function (_Component) {\n (0, _inherits3.default)(AppBar, _Component);\n\n function AppBar() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, AppBar);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = AppBar.__proto__ || (0, _getPrototypeOf2.default)(AppBar)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickLeftIconButton = function (event) {\n   if (_this.props.onLeftIconButtonClick) {\n   _this.props.onLeftIconButtonClick(event);\n   }\n   }, _this.handleClickRightIconButton = function (event) {\n   if (_this.props.onRightIconButtonClick) {\n   _this.props.onRightIconButtonClick(event);\n   }\n   }, _this.handleTitleClick = function (event) {\n   if (_this.props.onTitleClick) {\n   _this.props.onTitleClick(event);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(AppBar, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!this.props.iconElementLeft || !this.props.iconClassNameLeft, 'Material-UI: Properties iconElementLeft\\n   and iconClassNameLeft cannot be simultaneously defined. Please use one or the other.') : void 0;\n   process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!this.props.iconElementRight || !this.props.iconClassNameRight, 'Material-UI: Properties iconElementRight\\n   and iconClassNameRight cannot be simultaneously defined. Please use one or the other.') : void 0;\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   title = _props.title,\n   titleStyle = _props.titleStyle,\n   iconStyleLeft = _props.iconStyleLeft,\n   iconStyleRight = _props.iconStyleRight,\n   onTitleClick = _props.onTitleClick,\n   showMenuIconButton = _props.showMenuIconButton,\n   iconElementLeft = _props.iconElementLeft,\n   iconElementRight = _props.iconElementRight,\n   iconClassNameLeft = _props.iconClassNameLeft,\n   iconClassNameRight = _props.iconClassNameRight,\n   onLeftIconButtonClick =

```
_props.onLeftIconButtonClick,\n          onRightIconButtonClick = _props.onRightIconButtonClick,\n
 className = _props.className,\n          style = _props.style,\n          zDepth = _props.zDepth,\n          children =
 _props.children,\n          other = (0, _objectWithoutProperties3.default)(_props, ['title', 'titleStyle', 'iconStyleLeft',
 'iconStyleRight', 'onTitleClick', 'showMenuIconButton', 'iconElementLeft', 'iconElementRight',
 'iconClassNameLeft', 'iconClassNameRight', 'onLeftIconButtonClick', 'onRightIconButtonClick', 'className', 'style',
 'zDepth', 'children']);\n       var prepareStyles = this.context.muiTheme.prepareStyles;\n       var styles =
 getStyles(this.props,
  this.context);\n       var menuElementLeft = void 0;\n       var menuElementRight = void 0; // If the title is a string,
 wrap in an h1 tag.\n       // If not, wrap in a div tag.\n\n       var titleComponent = typeof title === 'string' || title
 instanceof String ? 'h1' : 'div';\n\n       var titleElement = _react2.default.createElement(titleComponent, {\n
 onClick: this.handleTitleClick,\n          style: prepareStyles((0, _simpleAssign2.default)(styles.title,
 styles.mainElement, titleStyle))\n       }, title);\n\n       var iconLeftStyle = (0, _simpleAssign2.default)({},
 styles.iconButtonStyle, iconStyleLeft);\n\n       if (showMenuIconButton) {\n          if (iconElementLeft) {\n             var
 iconElementLeftProps = {};\n\n             if (iconElementLeft.type.muiName === 'IconButton') {\n                var
 iconElemLeftChildren = iconElementLeft.props.children;\n                var iconButtonIconStyle =
 !(iconElemLeftChildren && iconElemLeftChildren.props && iconElemLeftChildren.props.color)
  ? styles.iconButtonIconStyle : null;\n                iconElementLeftProps.iconStyle = (0, _simpleAssign2.default)({},
 iconButtonIconStyle, iconElementLeft.props.iconStyle);\n             }\n\n             if (!iconElementLeft.props.onClick &&
 this.props.onLeftIconButtonClick) {\n                iconElementLeftProps.onClick = this.handleClickLeftIconButton;\n
    }\n\n             menuElementLeft = _react2.default.createElement('div', {\n                style:
 prepareStyles(iconLeftStyle)\n             }, (0, _keys2.default)(iconElementLeftProps).length > 0 ? (0,
 _react.cloneElement)(iconElementLeft, iconElementLeftProps) : iconElementLeft);\n          } else {\n
 menuElementLeft = _react2.default.createElement(_IconButton2.default, {\n                style: iconLeftStyle,\n
 iconStyle: styles.iconButtonIconStyle,\n                iconClassName: iconClassNameLeft,\n                onClick:
 this.handleClickLeftIconButton\n             }, iconClassNameLeft ? '' : _react2.default.createElement(_menu2.default,
  {\n                style: (0, _simpleAssign2.default)({}, styles.iconButtonIconStyle)\n             }));\n          }\n       }\n\n       var
 iconRightStyle = (0, _simpleAssign2.default)({}, styles.iconButtonStyle, {\n          marginRight: -16,\n
 marginLeft: 'auto'\n       }, iconStyleRight);\n\n       if (iconElementRight) {\n          var iconElementRightProps =
 {};\n\n          switch (iconElementRight.type.muiName) {\n             case 'IconMenu':\n             case 'IconButton':\n
 var iconElemRightChildren = iconElementRight.props.children;\n\n                var _iconButtonIconStyle =
 !(iconElemRightChildren && iconElemRightChildren.props && iconElemRightChildren.props.color) ?
 styles.iconButtonIconStyle : null;\n\n                iconElementRightProps.iconStyle = (0, _simpleAssign2.default)({},
 _iconButtonIconStyle, iconElementRight.props.iconStyle);\n                break;\n\n             case 'FlatButton':\n
 iconElementRightProps.style = (0, _simpleAssign2.default)({}, styles.flatButton,
  iconElementRight.props.style);\n                break;\n\n             default:\n          }\n\n          if
 (!iconElementRight.props.onClick && this.props.onRightIconButtonClick) {\n
 iconElementRightProps.onClick = this.handleClickRightIconButton;\n          }\n\n          menuElementRight =
 _react2.default.createElement('div', {\n             style: prepareStyles(iconRightStyle)\n          }, (0,
 _keys2.default)(iconElementRightProps).length > 0 ? (0, _react.cloneElement)(iconElementRight,
 iconElementRightProps) : iconElementRight);\n       } else if (iconClassNameRight) {\n          menuElementRight =
 _react2.default.createElement(_IconButton2.default, {\n             style: iconRightStyle,\n             iconStyle:
 styles.iconButtonIconStyle,\n             iconClassName: iconClassNameRight,\n             onClick:
 this.handleClickRightIconButton\n          });\n       }\n\n       return _react2.default.createElement(_Paper2.default, (0,
 _extends3.default)({}, other, {\n          rounded: false,\n
  className: className,\n          style: (0, _simpleAssign2.default)({}, styles.root, style),\n          zDepth: zDepth\n
 }), menuElementLeft, titleElement, menuElementRight, children);\n    }\n  }]);\n  return
 AppBar;\n}(_react.Component);\n\nAppBar.muiName = 'AppBar';\nAppBar.defaultProps = {\n
 showMenuIconButton: true,\n  title: '',\n  zDepth: 1\n};\nAppBar.contextTypes = {\n  muiTheme:
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_propTypes2.default.object.isRequired\n};\nAppBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be used to render a tab inside an app bar for instance.\n */\n children: _propTypes2.default.node,\n\n /**\n * Applied to the app bar's root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The classname of the icon on the left of the app bar.\n * If you are using a stylesheet for your icons, enter the class name for the icon to be used here.\n */\n iconClassNameLeft: _propTypes2.default.string,\n\n /**\n * Similiar to the iconClassNameLeft
prop except that\n * it applies to the icon displayed on the right of the app bar.\n */\n iconClassNameRight: _propTypes2.default.string,\n\n /**\n * The custom element to be displayed on the left side of the\n * app bar such as an SvgIcon.\n */\n iconElementLeft: _propTypes2.default.element,\n\n /**\n * Similiar to the iconElementLeft prop except that this element is displayed on the right of the app bar.\n */\n iconElementRight: _propTypes2.default.element,\n\n /**\n * Override the inline-styles of the element displayed on the left side of the app bar.\n */\n iconStyleLeft: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the element displayed on the right side of the app bar.\n */\n iconStyleRight: _propTypes2.default.object,\n\n /**\n * Callback function for when the left icon is selected via a click.\n *\n * @param {object} event Click event targeting the left `IconButton`.\n */\n onLeftIconButtonClick: _propTypes2.default.func,\n\n
/**\n * Callback function for when the right icon is selected via a click.\n *\n * @param {object} event Click event targeting the right `IconButton`.\n */\n onRightIconButtonClick: _propTypes2.default.func,\n\n /**\n * Callback function for when the title text is selected via a click.\n *\n * @param {object} event Click event targeting the `title` node.\n */\n onTitleClick: _propTypes2.default.func,\n\n /**\n * Determines whether or not to display the Menu icon next to the title.\n * Setting this prop to false will hide the icon.\n */\n showMenuIconButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The title to display on the app bar.\n */\n title: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the app bar's title element.\n */\n titleStyle: _propTypes2.default.object,\n\n /**\n * The zDepth of the component.\n
* The shadow of the app bar is also dependent on this property.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = AppBar;","module.exports = {\n \"default\": require(\"core-js/library/fn/object/assign\"),\n __esModule: true\n};","require('../../modules/es6.object.assign');\n\nmodule.exports = require('../../modules/_core').Object.assign;","// 19.1.3.1 Object.assign(target, source)\nvar $export = require('./_export');\n\n$export($export.S + $export.F, 'Object', {\n assign: require('./_object-assign')\n});","module.exports = function (it) {\n if (typeof it != 'function') throw TypeError(it + ' is not a function!');\n return it;\n};","'use strict'; // 19.1.2.1 Object.assign(target, source, ...)\n\nvar DESCRIPTORS = require('./_descriptors');\n\nvar getKeys = require('./_object-keys');\n\nvar gOPS = require('./_object-gops');\n\nvar pIE = require('./_object-pie');\n\nvar toObject = require('./_to-object');\n\nvar IObject = require('./_iobject');\n\nvar $assign
= Object.assign; // should work with symbols and should have deterministic property order (V8 bug)\n\nmodule.exports = !$assign || require('./_fails')(function () {\n var A = {};\n var B = {}; // eslint-disable-next-line no-undef\n\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) {\n B[k] = k;\n });\n return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) {\n // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n\n while (aLen > index) {\n var S = IObject(arguments[index++]);\n var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n var length = keys.length;\n var j = 0;\n var key;\n\n while (length > j) {\n key = keys[j++];\n if (!DESCRIPTORS || isEnum.call(S, key)) T[key] = S[key];\n }\n }\n
return T;\n} : $assign;","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\n\nvar toLength = require('./_to-length');\n\nvar toAbsoluteIndex = require('./_to-absolute-index');\n\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n var O = toIObject($this);\n var length = toLength(O.length);\n var index = toAbsoluteIndex(fromIndex, length);\n var value; // Array#includes uses SameValueZero equality algorithm\n // eslint-disable-next-line no-self-compare\n\n

if (IS_INCLUDES && el != el) while (length > index) {\n value = O[index++]; // eslint-disable-next-line no-self-compare\n\n if (value != value) return true; // Array#indexOf ignores holes, Array#includes - not\n } else for (; length > index; index++) {\n if (IS_INCLUDES || index in O) {\n if (O[index] === el) return IS_INCLUDES || index || 0;\n }\n }\n return !IS_INCLUDES && -1;\n };\n};","var toInteger = require('./_to-integer');\n\nvar max = Math.max;\nvar min = Math.min;\n\nmodule.exports = function (index, length) {\n index = toInteger(index);\n return index < 0 ? max(index + length, 0) : min(index, length);\n};","require('../../modules/es6.object.keys');\n\nmodule.exports = require('../../modules/_core').Object.keys;","// 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\n\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n return function keys(it) {\n return $keys(toObject(it));\n };\n});","require('../../modules/es6.object.get-prototype-of');\n\nmodule.exports = require('../../modules/_core').Object.getPrototypeOf;","// 19.1.2.9 Object.getPrototypeOf(O)\nvar toObject = require('./_to-object');\n\nvar $getPrototypeOf = require('./_object-gpo');\n\nrequire('./_object-sap')('getPrototypeOf', function () {\n return function getPrototypeOf(it) {\n return $getPrototypeOf(toObject(it));\n };\n});","require('../../modules/es6.object.define-property');\n\nvar $Object = require('../../modules/_core').Object;\n\nmodule.exports = function defineProperty(it, key, desc) {\n return $Object.defineProperty(it, key, desc);\n};","var $export = require('./_export'); // 19.1.2.4 / 15.2.3.6 Object.defineProperty(O, P, Attributes)\n\n\n$export($export.S + $export.F * !require('./_descriptors'), 'Object', {\n defineProperty: require('./_object-dp').f\n});","module.exports = {\n \"default\": require(\"core-js/library/fn/symbol/iterator\"),\n __esModule: true\n};","require('../../modules/es6.string.iterator');\n\nrequire('../../modules/web.dom.iterable');\n\nmodule.exports = require('../../modules/_wks-ext').f('iterator');","var toInteger = require('./_to-integer');\n\nvar defined = require('./_defined'); // true -> String#at\n// false -> String#codePointAt\n\n\nmodule.exports = function (TO_STRING) {\n return function (that, pos) {\n var s = String(defined(that));\n var i = toInteger(pos);\n var l = s.length;\n var a, b;\n if (i < 0 || i >= l) return TO_STRING ? '' : undefined;\n a = s.charCodeAt(i);\n return a < 0xd800 || a > 0xdbff || i + 1 === l || (b = s.charCodeAt(i + 1)) < 0xdc00 || b > 0xdfff ? TO_STRING ? s.charAt(i) : a : TO_STRING ? s.slice(i, i + 2) : (a - 0xd800 << 10) + (b - 0xdc00) + 0x10000;\n };\n};","'use strict';\n\nvar create = require('./_object-create');\n\nvar descriptor = require('./_property-desc');\n\nvar setToStringTag = require('./_set-to-string-tag');\n\nvar IteratorPrototype = {}; // 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\n\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () {\n return this;\n});\n\nmodule.exports = function (Constructor, NAME, next) {\n Constructor.prototype = create(IteratorPrototype, {\n next: descriptor(1, next)\n });\n setToStringTag(Constructor, NAME + ' Iterator');\n};","var dP = require('./_object-dp');\n\nvar anObject = require('./_an-object');\n\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n\n while (length > i) {\n dP.f(O, P = keys[i++], Properties[P]);\n }\n\n return O;\n};","var document = require('./_global').document;\n\nmodule.exports = document && document.documentElement;","'use strict';\n\nvar addToUnscopables = require('./_add-to-unscopables');\n\nvar step = require('./_iter-step');\n\nvar Iterators = require('./_iterators');\n\nvar toIObject = require('./_to-iobject'); // 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\n\n\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {\n this._t = toIObject(iterated); // target\n\n this._i = 0; // next index\n\n this._k = kind; // kind\n // 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var kind = this._k;\n var index = this._i++;\n\n if (!O || index >= O.length) {\n this._t = undefined;\n return step(1);\n }\n\n if (kind == 'keys') return step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n}, 'values'); // argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\n\nIterators.Arguments = Iterators.Array;\n\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');","module.exports = function () {\n /* empty */\n};","module.exports = function (done, value) {\n return {\n value: value,\n

done: !!done\n };\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/symbol\"),\n __esModule: true\n};","require('../../modules/es6.symbol');\n\nrequire('../../modules/es6.object.to-string');\n\nrequire('../../modules/es7.symbol.async-iterator');\n\nrequire('../../modules/es7.symbol.observable');\n\nmodule.exports = require('../../modules/_core').Symbol;","'use strict'; // ECMAScript 6 symbols shim\n\nvar global = require('./_global');\n\nvar has = require('./_has');\n\nvar DESCRIPTORS = require('./_descriptors');\n\nvar $export = require('./_export');\n\nvar redefine = require('./_redefine');\n\nvar META = require('./_meta').KEY;\n\nvar $fails = require('./_fails');\n\nvar shared = require('./_shared');\n\nvar setToStringTag = require('./_set-to-string-tag');\n\nvar uid = require('./_uid');\n\nvar wks = require('./_wks');\n\nvar wksExt = require('./_wks-ext');\n\nvar wksDefine = require('./_wks-define');\n\nvar enumKeys = require('./_enum-keys');\n\nvar isArray = require('./_is-array');\n\nvar anObject = require('./_an-object');\n\nvar isObject = require('./_is-object');\n\nvar toObject = require('./_to-object');\n\nvar toIObject = require('./_to-iobject');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar createDesc = require('./_property-desc');\n\nvar _create = require('./_object-create');\n\nvar gOPNExt = require('./_object-gopn-ext');\n\nvar $GOPD = require('./_object-gopd');\n\nvar $GOPS = require('./_object-gops');\n\nvar $DP = require('./_object-dp');\n\nvar $keys = require('./_object-keys');\n\nvar gOPD = $GOPD.f;\nvar dP = $DP.f;\nvar gOPN = gOPNExt.f;\nvar $Symbol = global.Symbol;\nvar $JSON = global.JSON;\n\nvar _stringify = $JSON && $JSON.stringify;\n\nvar PROTOTYPE = 'prototype';\nvar HIDDEN = wks('_hidden');\nvar TO_PRIMITIVE = wks('toPrimitive');\nvar isEnum = {}.propertyIsEnumerable;\nvar SymbolRegistry = shared('symbol-registry');\nvar AllSymbols = shared('symbols');\nvar OPSymbols = shared('op-symbols');\nvar ObjectProto = Object[PROTOTYPE];\nvar USE_NATIVE = typeof $Symbol == 'function' && !!$GOPS.f;\nvar QObject = global.QObject; // Don't use setters in Qt Script, https://github.com/zloirock/core-js/issues/173\n\nvar setter = !QObject || !QObject[PROTOTYPE] || !QObject[PROTOTYPE].findChild; // fallback for old Android, https://code.google.com/p/v8/issues/detail?id=687\n\nvar setSymbolDesc = DESCRIPTORS && $fails(function () {\n return _create(dP({}, 'a', {\n get: function get() {\n return dP(this, 'a', {\n value: 7\n }).a;\n }\n })).a != 7;\n}) ? function (it, key, D) {\n var protoDesc = gOPD(ObjectProto, key);\n if (protoDesc) delete ObjectProto[key];\n dP(it, key, D);\n if (protoDesc && it !== ObjectProto) dP(ObjectProto, key, protoDesc);\n} : dP;\n\nvar wrap = function wrap(tag) {\n var sym = AllSymbols[tag] = _create($Symbol[PROTOTYPE]);\n\n sym._k = tag;\n return sym;\n};\n\nvar isSymbol = USE_NATIVE && typeof $Symbol.iterator == 'symbol' ? function (it) {\n return typeof it == 'symbol';\n} : function (it) {\n return it instanceof $Symbol;\n};\n\nvar $defineProperty = function defineProperty(it, key, D) {\n if (it === ObjectProto) $defineProperty(OPSymbols, key, D);\n anObject(it);\n key = toPrimitive(key, true);\n anObject(D);\n\n if (has(AllSymbols,
key)) {\n if (!D.enumerable) {\n if (!has(it, HIDDEN)) dP(it, HIDDEN, createDesc(1, {}));\n it[HIDDEN][key] = true;\n } else {\n if (has(it, HIDDEN) && it[HIDDEN][key]) it[HIDDEN][key] = false;\n D = _create(D, {\n enumerable: createDesc(0, false)\n });\n }\n\n return setSymbolDesc(it, key, D);\n }\n\n return dP(it, key, D);\n};\n\nvar $defineProperties = function defineProperties(it, P) {\n anObject(it);\n var keys = enumKeys(P = toIObject(P));\n var i = 0;\n var l = keys.length;\n var key;\n\n while (l > i) {\n $defineProperty(it, key = keys[i++], P[key]);\n }\n\n return it;\n};\n\nvar $create = function create(it, P) {\n return P === undefined ? _create(it) : $defineProperties(_create(it), P);\n};\n\nvar $propertyIsEnumerable = function propertyIsEnumerable(key) {\n var E = isEnum.call(this, key = toPrimitive(key, true));\n if (this === ObjectProto && has(AllSymbols, key) && !has(OPSymbols, key)) return false;\n return E || !has(this, key) || !has(AllSymbols, key) || has(this, HIDDEN) && this[HIDDEN][key] ? E : true;\n};\n\nvar $getOwnPropertyDescriptor = function getOwnPropertyDescriptor(it, key) {\n it = toIObject(it);\n key = toPrimitive(key, true);\n if (it === ObjectProto && has(AllSymbols, key) && !has(OPSymbols, key)) return;\n var D = gOPD(it, key);\n if (D && has(AllSymbols, key) && !(has(it, HIDDEN) && it[HIDDEN][key])) D.enumerable = true;\n return D;\n};\n\nvar $getOwnPropertyNames = function getOwnPropertyNames(it) {\n var names = gOPN(toIObject(it));\n var result = [];\n var i = 0;\n var key;\n\n while (names.length > i) {\n if

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(!has(AllSymbols, key = names[i++]) && key != HIDDEN && key != META) result.push(key);\n  }\n\n  return result;\n};\n\nvar $getOwnPropertySymbols = function getOwnPropertySymbols(it) {\n  var IS_OP = it === ObjectProto;\n  var names = gOPN(IS_OP ? OPSymbols : toIObject(it));\n  var result = [];\n  var i = 0;\n  var key;\n\n  while (names.length
 > i) {\n    if (has(AllSymbols, key = names[i++]) && (IS_OP ? has(ObjectProto, key) : true)) result.push(AllSymbols[key]);\n  }\n\n  return result;\n}; // 19.4.1.1 Symbol([description])\n\nif (!USE_NATIVE) {\n  $Symbol = function Symbol() {\n    if (this instanceof $Symbol) throw TypeError('Symbol is not a constructor!');\n    var tag = uid(arguments.length > 0 ? arguments[0] : undefined);\n\n    var $set = function $set(value) {\n      if (this === ObjectProto) $set.call(OPSymbols, value);\n      if (has(this, HIDDEN) && has(this[HIDDEN], tag)) this[HIDDEN][tag] = false;\n      setSymbolDesc(this, tag, createDesc(1, value));\n    };\n\n    if (DESCRIPTORS && setter) setSymbolDesc(ObjectProto, tag, {\n      configurable: true,\n      set: $set\n    });\n    return wrap(tag);\n  };\n\n  redefine($Symbol[PROTOTYPE], 'toString', function toString() {\n    return this._k;\n  });\n  $GOPD.f = $getOwnPropertyDescriptor;\n  $DP.f = $defineProperty;\n  require('./_object-gopn').f = gOPNExt.f
 = $getOwnPropertyNames;\n  require('./_object-pie').f = $propertyIsEnumerable;\n  $GOPS.f = $getOwnPropertySymbols;\n\n  if (DESCRIPTORS && !require('./_library')) {\n    redefine(ObjectProto, 'propertyIsEnumerable', $propertyIsEnumerable, true);\n  }\n\n  wksExt.f = function (name) {\n    return wrap(wks(name));\n  };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, {\n  Symbol: $Symbol\n});\n\nfor (var es6Symbols = // 19.4.2.2, 19.4.2.3, 19.4.2.4, 19.4.2.6, 19.4.2.8, 19.4.2.9, 19.4.2.10, 19.4.2.11, 19.4.2.12, 19.4.2.13,
19.4.2.14\n'hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unscopables'.split(','), j = 0; es6Symbols.length > j;) {\n  wks(es6Symbols[j++]);\n}\n\nfor (var wellKnownSymbols = $keys(wks.store), k = 0; wellKnownSymbols.length > k;) {\n  wksDefine(wellKnownSymbols[k++]);\n}\n\n$export($export.S + $export.F * !USE_NATIVE, 'Symbol', {\n  // 19.4.2.1 Symbol.for(key)\n  'for': function _for(key) {\n
  return has(SymbolRegistry, key += '') ? SymbolRegistry[key] : SymbolRegistry[key] = $Symbol(key);\n  },\n  // 19.4.2.5 Symbol.keyFor(sym)\n  keyFor: function keyFor(sym) {\n    if (!isSymbol(sym)) throw TypeError(sym + ' is not a symbol!');\n\n    for (var key in SymbolRegistry) {\n      if (SymbolRegistry[key] === sym) return key;\n    }\n  },\n  useSetter: function useSetter() {\n    setter = true;\n  },\n  useSimple: function useSimple() {\n    setter = false;\n  }\n});\n$export($export.S + $export.F * !USE_NATIVE, 'Object', {\n  // 19.1.2.2 Object.create(O [, Properties])\n  create: $create,\n  // 19.1.2.4 Object.defineProperty(O, P, Attributes)\n  defineProperty: $defineProperty,\n  // 19.1.2.3 Object.defineProperties(O, Properties)\n  defineProperties: $defineProperties,\n  // 19.1.2.6 Object.getOwnPropertyDescriptor(O, P)\n  getOwnPropertyDescriptor: $getOwnPropertyDescriptor,\n  // 19.1.2.7 Object.getOwnPropertyNames(O)\n  getOwnPropertyNames: $getOwnPropertyNames,\n  // 19.1.2.8 Object.getOwnPropertySymbols(O)\n  getOwnPropertySymbols: $getOwnPropertySymbols\n}); // Chrome 38 and 39 `Object.getOwnPropertySymbols` fails on primitives\n//
https://bugs.chromium.org/p/v8/issues/detail?id=3443\n\nvar FAILS_ON_PRIMITIVES = $fails(function () {\n  $GOPS.f(1);\n});\n$export($export.S + $export.F * FAILS_ON_PRIMITIVES, 'Object', {\n  getOwnPropertySymbols: function getOwnPropertySymbols(it) {\n    return $GOPS.f(toObject(it));\n  }\n}); // 24.3.2 JSON.stringify(value [, replacer [, space]])\n\n$JSON && $export($export.S + $export.F * (!USE_NATIVE || $fails(function () {\n  var S = $Symbol(); // MS Edge converts symbol values to JSON as {}\n  // WebKit converts symbol values to JSON as null\n  // V8 throws on boxed symbols\n\n  return _stringify([S]) != '[null]' || _stringify({\n    a: S\n  }) != '{}' || _stringify(Object(S)) != '{}';\n})), 'JSON', {\n  stringify: function stringify(it) {\n    var args = [it];\n    var i = 1;\n    var replacer, $replacer;\n\n    while
 (arguments.length > i) {\n      args.push(arguments[i++]);\n    }\n\n    $replacer = replacer = args[1];\n    if (!isObject(replacer) && it === undefined || isSymbol(it)) return; // IE8 returns string on undefined\n\n    if (!isArray(replacer)) replacer = function replacer(key, value) {\n      if (typeof $replacer == 'function') value = $replacer.call(this, key, value);\n      if (!isSymbol(value)) return value;\n    };\n    args[1] = replacer;\n    return
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_stringify.apply($JSON, args);\n }\n}); // 19.4.3.4
Symbol.prototype[@@toPrimitive](hint)\n\n$Symbol[PROTOTYPE][TO_PRIMITIVE] ||
require('./_hide')($Symbol[PROTOTYPE], TO_PRIMITIVE, $Symbol[PROTOTYPE].valueOf); // 19.4.3.5
Symbol.prototype[@@toStringTag]\n\nsetToStringTag($Symbol, 'Symbol'); // 20.2.1.9
Math[@@toStringTag]\n\nsetToStringTag(Math, 'Math', true); // 24.3.3
JSON[@@toStringTag]\n\nsetToStringTag(global.JSON, 'JSON', true);","var META =
require('./_uid')('meta');\n\nvar isObject = require('./_is-object');\n\nvar has =
 require('./_has');\n\nvar setDesc = require('./_object-dp').f;\n\nvar id = 0;\n\nvar isExtensible = Object.isExtensible ||
function () {\n return true;\n};\n\nvar FREEZE = !require('./_fails')(function () {\n return
isExtensible(Object.preventExtensions({}));\n});\n\nvar setMeta = function setMeta(it) {\n setDesc(it, META, {\n
value: {\n   i: 'O' + ++id,\n   // object ID\n   w: {} // weak collections IDs\n\n   }\n });\n};\n\nvar fastKey =
function fastKey(it, create) {\n // return primitive with prefix\n if (!isObject(it)) return typeof it == 'symbol' ? it :
(typeof it == 'string' ? 'S' : 'P') + it;\n\n if (!has(it, META)) {\n   // can't set metadata to uncaught frozen object\n   if
(!isExtensible(it)) return 'F'; // not necessary to add metadata\n\n   if (!create) return 'E'; // add missing metadata\n\n
 setMeta(it); // return object ID\n }\n\n return it[META].i;\n};\n\nvar getWeak = function getWeak(it, create) {\n if
(!has(it, META)) {\n   // can't set
 metadata to uncaught frozen object\n   if (!isExtensible(it)) return true; // not necessary to add metadata\n\n   if
(!create) return false; // add missing metadata\n\n   setMeta(it); // return hash weak collections IDs\n }\n\n return
it[META].w;\n}; // add metadata on freeze-family methods calling\n\n\nvar onFreeze = function onFreeze(it) {\n if
(FREEZE && meta.NEED && isExtensible(it) && !has(it, META)) setMeta(it);\n return it;\n};\n\nvar meta =
module.exports = {\n KEY: META,\n NEED: false,\n fastKey: fastKey,\n getWeak: getWeak,\n onFreeze:
onFreeze\n};","// all enumerable object keys, includes symbols\nvar getKeys = require('./_object-keys');\n\nvar
gOPS = require('./_object-gops');\n\nvar pIE = require('./_object-pie');\n\nmodule.exports = function (it) {\n var
result = getKeys(it);\n var getSymbols = gOPS.f;\n\n if (getSymbols) {\n   var symbols = getSymbols(it);\n   var
isEnum = pIE.f;\n   var i = 0;\n   var key;\n\n   while (symbols.length > i) {\n   if
 (isEnum.call(it, key = symbols[i++])) result.push(key);\n   }\n }\n\n return result;\n};","// 7.2.2
IsArray(argument)\nvar cof = require('./_cof');\n\nmodule.exports = Array.isArray || function isArray(arg) {\n return
cof(arg) == 'Array';\n};","// fallback for IE11 buggy Object.getOwnPropertyNames with iframe and window\nvar
toIObject = require('./_to-iobject');\n\nvar gOPN = require('./_object-gopn').f;\n\nvar toString = {}.toString;\nvar
windowNames = typeof window == 'object' && window && Object.getOwnPropertyNames ?
Object.getOwnPropertyNames(window) : [];\n\nvar getWindowNames = function getWindowNames(it) {\n try {\n
 return gOPN(it);\n } catch (e) {\n   return windowNames.slice();\n }\n};\n\nmodule.exports.f = function
getOwnPropertyNames(it) {\n return windowNames && toString.call(it) == '[object Window]' ?
getWindowNames(it) : gOPN(toIObject(it));\n};","require('./_wks-define')('asyncIterator');","require('./_wks-
define')('observable');","module.exports = {\n \"default\":
 require(\"core-js/library/fn/object/set-prototype-of\"),\n __esModule: true\n};","require('../../modules/es6.object.set-
prototype-of');\n\nmodule.exports = require('../../modules/_core').Object.setPrototypeOf;","// 19.1.3.19
Object.setPrototypeOf(O, proto)\nvar $export = require('./_export');\n\n$export($export.S, 'Object', {\n
setPrototypeOf: require('./_set-proto').set\n});","// Works with __proto__ only. Old v8 can't work with null proto
objects.\n\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\n\nvar anObject = require('./_an-
object');\n\nvar check = function check(O, proto) {\n anObject(O);\n if (!isObject(proto) && proto !== null) throw
TypeError(proto + \": can't set as prototype!\");\n};\n\nmodule.exports = {\n set: Object.setPrototypeOf ||
('__proto__' in {} ? // eslint-disable-line\n function (test, buggy, set) {\n   try {\n   set =
require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n
    set(test, []);\n   buggy = !(test instanceof Array);\n   } catch (e) {\n   buggy = true;\n   }\n\n   return function
setPrototypeOf(O, proto) {\n   check(O, proto);\n   if (buggy) O.__proto__ = proto;else set(O, proto);\n   return
O;\n   };\n }({}, false) : undefined),\n check: check\n};","module.exports = {\n \"default\": require(\"core-
js/library/fn/object/create\"),\n __esModule: true\n};","require('../../modules/es6.object.create');\n\nvar $Object =

require('../../modules/_core').Object;\n\nmodule.exports = function create(P, D) {\n return $Object.create(P, D);\n};","var $export = require('./_export'); // 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\n\n\n$export($export.S, 'Object', {\n create: require('./_object-create')\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2
 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FontIcon = require('../FontIcon');\n\nvar _FontIcon2 = _interopRequireDefault(_FontIcon);\n\nvar _Tooltip = require('../internal/Tooltip');\n\nvar _Tooltip2 = _interopRequireDefault(_Tooltip);\n\nvar _childUtils = require('../utils/childUtils');\n\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var baseTheme = context.muiTheme.baseTheme;\n
 return {\n   root: {\n   boxSizing: 'border-box',\n   overflow: 'visible',\n   transition: _transitions2.default.easeOut(),\n   padding: baseTheme.spacing.iconSize / 2,\n   width: baseTheme.spacing.iconSize * 2,\n   height: baseTheme.spacing.iconSize * 2,\n   fontSize: 0\n   },\n   tooltip: {\n   boxSizing: 'border-box'\n   },\n   disabled: {\n   color: baseTheme.palette.disabledColor,\n   fill: baseTheme.palette.disabledColor,\n   cursor: 'default'\n   }\n };\n}\n\nvar IconButton = function (_Component) {\n (0, _inherits3.default)(IconButton, _Component);\n\n function IconButton() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, IconButton);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = IconButton.__proto__ || (0, _getPrototypeOf2.default)(IconButton)).call.apply(_ref,
 [this].concat(args))), _this), _this.state = {\n   hovered: false,\n   isKeyboardFocused: false,\n   // Not to be confonded with the touch property.\n   // This state is to determined if it's a mobile device.\n   touch: false,\n   tooltipShown: false\n   }, _this.handleBlur = function (event) {\n   _this.hideTooltip();\n\n   if (_this.props.onBlur) {\n   _this.props.onBlur(event);\n   }\n   }, _this.handleFocus = function (event) {\n   _this.showTooltip();\n\n   if (_this.props.onFocus) {\n   _this.props.onFocus(event);\n   }\n   }, _this.handleMouseLeave = function (event) {\n   if (!_this.button.isKeyboardFocused()) {\n   _this.hideTooltip();\n   }\n\n   _this.setState({\n   hovered: false\n   });\n\n   if (_this.props.onMouseLeave) {\n   _this.props.onMouseLeave(event);\n   }\n   }, _this.handleMouseOut = function (event) {\n   if (_this.props.disabled)
 _this.hideTooltip();\n   if (_this.props.onMouseOut) _this.props.onMouseOut(event);\n   }, _this.handleMouseEnter = function (event) {\n   _this.showTooltip(); // Cancel hover styles for touch devices\n\n\n
    if (!_this.state.touch) {\n   _this.setState({\n   hovered: true\n   });\n   }\n\n   if

(_this.props.onMouseEnter) {\n _this.props.onMouseEnter(event);\n }\n }, _this.handleTouchStart = function (event) {\n _this.setState({\n touch: true\n });\n\n if (_this.props.onTouchStart) {\n _this.props.onTouchStart(event);\n }\n }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n var _this$props = _this.props,\n disabled = _this$props.disabled,\n onFocus = _this$props.onFocus,\n onBlur = _this$props.onBlur,\n onKeyboardFocus = _this$props.onKeyboardFocus;\n\n if (isKeyboardFocused && !disabled) {\n _this.showTooltip();\n\n if (onFocus) {\n onFocus(event);\n }\n } else {\n _this.hideTooltip();\n\n if (onBlur) {\n onBlur(event);\n }\n }\n\n _this.setState({\n isKeyboardFocused: isKeyboardFocused\n });\n\n if (onKeyboardFocus) {\n onKeyboardFocus(event, isKeyboardFocused);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(IconButton, [{\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.disabled) {\n this.setState({\n hovered: false\n });\n }\n }\n }, {\n key: 'setKeyboardFocus',\n value: function setKeyboardFocus() {\n this.button.setKeyboardFocus();\n }\n }, {\n key: 'showTooltip',\n value: function showTooltip() {\n if (this.props.tooltip) {\n this.setState({\n tooltipShown: true\n });\n }\n }\n },
{\n key: 'hideTooltip',\n value: function hideTooltip() {\n if (this.props.tooltip) this.setState({\n tooltipShown: false\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n disabled = _props.disabled,\n hoveredStyle = _props.hoveredStyle,\n disableTouchRipple = _props.disableTouchRipple,\n children = _props.children,\n iconClassName = _props.iconClassName,\n style = _props.style,\n tooltip = _props.tooltip,\n tooltipPositionProp = _props.tooltipPosition,\n tooltipStyles = _props.tooltipStyles,\n touch = _props.touch,\n iconStyle = _props.iconStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['disabled', 'hoveredStyle', 'disableTouchRipple', 'children', 'iconClassName', 'style', 'tooltip', 'tooltipPosition', 'tooltipStyles', 'touch', 'iconStyle']);\n var fonticon
= void 0;\n var styles = getStyles(this.props, this.context);\n var tooltipPosition = tooltipPositionProp.split('-');\n var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style, hovered ? hoveredStyle : {});\n var tooltipElement = tooltip ? _react2.default.createElement(_Tooltip2.default, {\n label: tooltip,\n show: this.state.tooltipShown,\n touch: touch,\n style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyles),\n verticalPosition: tooltipPosition[0],\n horizontalPosition: tooltipPosition[1]\n }) : null;\n\n if (iconClassName) {\n var iconHoverColor = iconStyle.iconHoverColor,\n iconStyleFontIcon = (0, _objectWithoutProperties3.default)(iconStyle, ['iconHoverColor']);\n fonticon = _react2.default.createElement(_FontIcon2.default, {\n className: iconClassName,\n hoverColor: disabled ? null : iconHoverColor,\n style: (0, _simpleAssign2.default)({}, disabled && styles.disabled, iconStyleFontIcon),\n color: this.context.muiTheme.baseTheme.palette.textColor\n }, children);\n }\n\n var childrenStyle = disabled ? (0, _simpleAssign2.default)({}, iconStyle, styles.disabled) : iconStyle;\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n ref: function ref(_ref2) {\n return _this2.button = _ref2;\n }\n }, other, {\n centerRipple: true,\n disabled: disabled,\n onTouchStart: this.handleTouchStart,\n style: mergedRootStyles,\n disableTouchRipple: disableTouchRipple,\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onMouseOut: this.handleMouseOut,\n onKeyboardFocus: this.handleKeyboardFocus\n }), tooltipElement, fonticon, (0, _childUtils.extendChildren)(children, {\n style: childrenStyle\n }));\n }\n }]);\n return IconButton;\n}(_react.Component);\n\nIconButton.muiName = 'IconButton';\nIconButton.defaultProps = {\n disabled: false,\n disableTouchRipple: false,\n iconStyle: {},\n tooltipPosition: 'bottom-center',\n touch: false\n};\nIconButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nIconButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be used to pass a `FontIcon` element as the icon for the button.\n */\n children:

_propTypes2.default.node,\n\n /**\n   * The CSS class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * If true, the element's ripple effect will be disabled.\n   */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n   * If true, the element will be disabled.\n   */\n disabled: _propTypes2.default.bool,\n\n /**\n
   * Override the inline-styles of the root element when the component is hovered.\n   */\n hoveredStyle: _propTypes2.default.object,\n\n /**\n   * The URL to link to when the button is clicked.\n   */\n href: _propTypes2.default.string,\n\n /**\n   * The CSS class name of the icon. Used for setting the icon with a stylesheet.\n   */\n iconClassName: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the icon element.\n   * Note: you can specify iconHoverColor as a String inside this object.\n   */\n iconStyle: _propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n   * Callback function fired when the button is clicked.\n   *\n   * @param {object} event Click event targeting the button.\n   */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n   * Callback function fired when the element is focused or blurred by the keyboard.\n   *\n   * @param {object} event `focus` or `blur` event targeting the element.\n   * @param {boolean} keyboardFocused Indicates whether the element is focused.\n   */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseOut: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The text to supply to the element's tooltip.\n   */\n tooltip: _propTypes2.default.node,\n\n /**\n   * The vertical and horizontal positions, respectively, of the element's tooltip.\n   * Possible values are: \"bottom-center\", \"top-center\", \"bottom-right\", \"top-right\",\n   * \"bottom-left\", and \"top-left\".\n   */\n tooltipPosition: _propTypes4.default.cornersAndCenter,\n\n /**\n   * Override the inline-styles of the tooltip element.\n
   */\n tooltipStyles: _propTypes2.default.object,\n\n /**\n   * If true, increase the tooltip element's size. Useful for increasing tooltip\n   * readability on mobile devices.\n   */\n touch: _propTypes2.default.bool\n} : {};\nexports.default = IconButton;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @typechecks\n * \n */\n\n/*eslint-disable no-self-compare */\n'use strict';\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\n/**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\n\nfunction is(x, y) {\n // SameValue algorithm\n if (x === y) {\n   // Steps 1-5, 7-10\n   // Steps 6.b-6.e: +0 != -0\n   // Added the nonzero y check to make Flow happy, but it is redundant\n   return x !== 0 || y !== 0 || 1 / x === 1 / y;\n } else {\n   // Step 6.a: NaN == NaN\n   return x !== x && y !== y;\n }\n}\n\n/**\n * Performs equality by iterating through keys on an object and returning false\n * when any key has values which are not strictly equal between the arguments.\n * Returns true when the values of all keys are strictly equal.\n */\n\n\nfunction shallowEqual(objA, objB) {\n if (is(objA, objB)) {\n   return true;\n }\n\n if (typeof objA !== 'object' || objA === null || typeof objB !== 'object' || objB === null) {\n   return false;\n }\n\n var keysA = Object.keys(objA);\n var keysB = Object.keys(objB);\n\n if (keysA.length !== keysB.length) {\n   return false;\n } // Test for A's keys different from B.\n\n\n for (var i = 0; i < keysA.length; i++) {\n   if (!hasOwnProperty.call(objB, keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n   return false;\n   }\n }\n\n return true;\n}\n\nmodule.exports = shallowEqual;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar

_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _ScaleInChild = require('./ScaleInChild');\n\nvar _ScaleInChild2 = _interopRequireDefault(_ScaleInChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ScaleIn = function (_Component) {\n (0, _inherits3.default)(ScaleIn, _Component);\n\n function ScaleIn() {\n (0, _classCallCheck3.default)(this, ScaleIn);\n return (0, _possibleConstructorReturn3.default)(this, (ScaleIn.__proto__ || (0, _getPrototypeOf2.default)(ScaleIn)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ScaleIn, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n childStyle = _props.childStyle,\n enterDelay = _props.enterDelay,\n maxScale = _props.maxScale,\n minScale = _props.minScale,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'childStyle', 'enterDelay', 'maxScale', 'minScale', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'relative',\n height: '100%'\n }, style);\n\n var newChildren = _react2.default.Children.map(children, function (child) {\n return _react2.default.createElement(_ScaleInChild2.default, {\n key: child.key,\n enterDelay: enterDelay,\n maxScale: maxScale,\n minScale: minScale,\n style: childStyle\n }, child);\n });\n\n return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedRootStyles),\n component: 'div'\n }), newChildren);\n }\n]);\n return ScaleIn;\n}(_react.Component);\n\nScaleIn.defaultProps = {\n enterDelay: 0\n};\nScaleIn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nScaleIn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n childStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n maxScale: _propTypes2.default.number,\n minScale: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ScaleIn;","module.exports = function chain() {\n var len = arguments.length;\n var args = [];\n\n for (var i = 0; i < len; i++) {\n args[i] = arguments[i];\n }\n\n args = args.filter(function (fn) {\n return fn != null;\n });\n if (args.length === 0) return undefined;\n if (args.length === 1) return args[0];\n return args.reduce(function (current, next) {\n return function chainedFunction() {\n current.apply(this, arguments);\n next.apply(this, arguments);\n };\n });\n};","'use strict';\n\nexports.__esModule = true;\nexports.getChildMapping = getChildMapping;\nexports.mergeChildMappings = mergeChildMappings;\n\nvar _react = require('react');\n\n/**\n * Given `this.props.children`, return an object mapping key to child.\n *\n * @param {*} children `this.props.children`\n * @return {object} Mapping of key to child\n */\n\n\nfunction getChildMapping(children) {\n if (!children) {\n return children;\n }\n\n var result = {};\n\n _react.Children.map(children, function (child) {\n return child;\n }).forEach(function (child) {\n result[child.key] = child;\n });\n\n return result;\n}\n\n/**\n * When you're adding or removing children some may be added or removed in the\n * same render pass. We want to show *both* since we want to simultaneously\n * animate elements in and out. This function takes a previous set of keys\n * and a new set of keys and merges them with its best guess of the correct\n * ordering. In the future we may expose some of the utilities in\n * ReactMultiChild to make this easy, but for now React itself does not\n * directly have this concept of the union of prevChildren and nextChildren\n * so we implement it here.\n *\n * @param {object} prev prev children as returned from\n *

`ReactTransitionChildMapping.getChildMapping()`.\n * @param {object} next next children as returned from\n * `ReactTransitionChildMapping.getChildMapping()`.\n * @return {object} a key set that contains all keys in `prev` and all keys\n * in `next` in a reasonable order.\n */\n\n\nfunction mergeChildMappings(prev, next) {\n prev = prev ||
 {};\n next = next || {};\n\n function getValueForKey(key) {\n   if (next.hasOwnProperty(key)) {\n   return next[key];\n   }\n\n   return prev[key];\n } // For each key of `next`, the list of keys to insert before that key in\n // the combined list\n\n\n var nextKeysPending = {};\n var pendingKeys = [];\n\n for (var prevKey in prev) {\n   if (next.hasOwnProperty(prevKey)) {\n   if (pendingKeys.length) {\n   nextKeysPending[prevKey] = pendingKeys;\n   pendingKeys = [];\n   }\n   } else {\n   pendingKeys.push(prevKey);\n   }\n }\n\n var i = void 0;\n var childMapping = {};\n\n for (var nextKey in next) {\n   if (nextKeysPending.hasOwnProperty(nextKey)) {\n   for (i = 0; i < nextKeysPending[nextKey].length; i++) {\n   var pendingNextKey = nextKeysPending[nextKey][i];\n   childMapping[nextKeysPending[nextKey][i]] = getValueForKey(pendingNextKey);\n   }\n   }\n\n   childMapping[nextKey] = getValueForKey(nextKey);\n } // Finally, add
 the keys which didn't appear before any key in `next`\n\n\n for (i = 0; i < pendingKeys.length; i++) {\n   childMapping[pendingKeys[i]] = getValueForKey(pendingKeys[i]);\n }\n\n return childMapping;\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
 _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
 ? obj : {\n   default: obj\n };\n}\n\nvar ScaleInChild = function (_Component) {\n (0, _inherits3.default)(ScaleInChild, _Component);\n\n function ScaleInChild() {\n   (0, _classCallCheck3.default)(this, ScaleInChild);\n   return (0, _possibleConstructorReturn3.default)(this, (ScaleInChild.__proto__ || (0, _getPrototypeOf2.default)(ScaleInChild)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ScaleInChild, [{\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   clearTimeout(this.enterTimer);\n   clearTimeout(this.leaveTimer);\n   }\n }, {\n   key: 'componentWillAppear',\n   value: function componentWillAppear(callback) {\n   this.initializeAnimation(callback);\n   }\n }, {\n   key: 'componentWillEnter',\n   value: function componentWillEnter(callback) {\n   this.initializeAnimation(callback);\n   }\n }, {\n   key: 'componentDidAppear',\n   value: function componentDidAppear() {\n   this.animate();\n
    }\n }, {\n   key: 'componentDidEnter',\n   value: function componentDidEnter() {\n   this.animate();\n   }\n }, {\n   key: 'componentWillLeave',\n   value: function componentWillLeave(callback) {\n   var style = _reactDom2.default.findDOMNode(this).style;\n\n   style.opacity = '0';\n\n   _autoPrefix2.default.set(style,

'transform', 'scale(' + this.props.minScale + ')');\n\n this.leaveTimer = setTimeout(callback, 450);\n }\n }, {\n key: 'animate',\n value: function animate() {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n style.opacity = '1';\n\n _autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.maxScale + ')');\n }\n }, {\n key: 'initializeAnimation',\n value: function initializeAnimation(callback) {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n style.opacity = '0';\n\n _autoPrefix2.default.set(style, 'transform', 'scale(0)');\n\n this.enterTimer = setTimeout(callback, this.props.enterDelay);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n enterDelay = _props.enterDelay,\n maxScale = _props.maxScale,\n minScale = _props.minScale,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'maxScale', 'minScale', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'absolute',\n height: '100%',\n width: '100%',\n top: 0,\n left: 0,\n transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])\n }, style);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedRootStyles)\n }), children);\n }\n }]);\n return ScaleInChild;\n}(_react.Component);\n\nScaleInChild.defaultProps = {\n enterDelay: 0,\n maxScale: 1,\n minScale: 0\n};\nScaleInChild.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nScaleInChild.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n maxScale: _propTypes2.default.number,\n minScale: _propTypes2.default.number,\n style: _propTypes2.default.object\n} : {};\nexports.default = ScaleInChild;","require('../../modules/es6.string.iterator');\n\nrequire('../../modules/es6.array.from');\n\nmodule.exports = require('../../modules/_core').Array.from;","'use strict';\n\nvar ctx = require('./_ctx');\n\nvar $export = require('./_export');\n\nvar toObject = require('./_to-object');\n\nvar call = require('./_iter-call');\n\nvar isArrayIter = require('./_is-array-iter');\n\nvar toLength = require('./_to-length');\n\nvar createProperty = require('./_create-property');\n\nvar getIterFn = require('./core.get-iterator-method');\n\n$export($export.S + $export.F * !require('./_iter-detect')(function (iter) {\n Array.from(iter);\n}), 'Array', {\n // 22.1.2.1 Array.from(arrayLike, mapfn = undefined, thisArg = undefined)\n from: function from(arrayLike\n /* , mapfn = undefined, thisArg = undefined */\n) {\n var O = toObject(arrayLike);\n var C = typeof this == 'function' ? this : Array;\n var aLen = arguments.length;\n var mapfn = aLen > 1 ? arguments[1] : undefined;\n var mapping = mapfn !== undefined;\n var index = 0;\n var iterFn = getIterFn(O);\n var length, result, step, iterator;\n if (mapping) mapfn = ctx(mapfn, aLen > 2 ? arguments[2] : undefined, 2); // if object isn't iterable or it's array with default iterator - use simple case\n\n if (iterFn != undefined && !(C == Array && isArrayIter(iterFn))) {\n for (iterator = iterFn.call(O), result = new C(); !(step = iterator.next()).done; index++) {\n createProperty(result, index,\n mapping ? call(iterator, mapfn, [step.value, index], true) : step.value);\n }\n } else {\n length = toLength(O.length);\n\n for (result = new C(length); length > index; index++) {\n createProperty(result, index, mapping ? mapfn(O[index], index) : O[index]);\n }\n }\n\n result.length = index;\n return result;\n}\n});","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\n\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n return entries ? fn(anObject(value)[0], value[1]) : fn(value); // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n var ret = iterator['return'];\n if (ret !== undefined) anObject(ret.call(iterator));\n throw e;\n }\n};","// check on default Array iterator\nvar Iterators = require('./_iterators');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};","'use strict';\n\nvar $defineProperty = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports = function (object, index, value) {\n if (index in object) $defineProperty.f(object, index, createDesc(0, value));else object[index] = value;\n};","var ITERATOR = require('./_wks')('iterator');\n\nvar SAFE_CLOSING = false;\n\ntry

{\n var riter = [7][ITERATOR]();\n\n riter['return'] = function () {\n   SAFE_CLOSING = true;\n }; // eslint-disable-next-line no-throw-literal\n\n\n Array.from(riter, function () {\n   throw 2;\n });\n} catch (e) {\n /* empty */\n}\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE_CLOSING) return false;\n var safe = false;\n\n try {\n   var arr = [7];\n   var iter = arr[ITERATOR]();\n\n   iter.next = function () {\n   return {\n   done: safe = true\n   };\n   };\n\n   arr[ITERATOR] = function ()
  {\n   return iter;\n   };\n\n   exec(arr);\n } catch (e) {\n   /* empty */\n }\n\n return safe;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
  _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj)
  {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar CircleRipple = function (_Component) {\n (0, _inherits3.default)(CircleRipple, _Component);\n\n function CircleRipple() {\n   (0, _classCallCheck3.default)(this, CircleRipple);\n   return (0, _possibleConstructorReturn3.default)(this, (CircleRipple.__proto__ || (0, _getPrototypeOf2.default)(CircleRipple)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CircleRipple, [{\n   key: 'shouldComponentUpdate',\n   value: function shouldComponentUpdate(nextProps) {\n   return !(0, _shallowEqual2.default)(this.props, nextProps);\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   clearTimeout(this.enterTimer);\n   clearTimeout(this.leaveTimer);\n   }\n }, {\n   key: 'componentWillAppear',\n
  value: function componentWillAppear(callback) {\n   this.initializeAnimation(callback);\n   }\n }, {\n   key: 'componentWillEnter',\n   value:
  function componentWillEnter(callback) {\n   this.initializeAnimation(callback);\n   }\n }, {\n   key: 'componentDidAppear',\n   value: function componentDidAppear() {\n   this.animate();\n   }\n }, {\n   key: 'componentDidEnter',\n   value: function componentDidEnter() {\n   this.animate();\n   }\n }, {\n   key: 'componentWillLeave',\n   value: function componentWillLeave(callback) {\n   var style = _reactDom2.default.findDOMNode(this).style;\n\n   style.opacity = 0; // If the animation is aborted, remove from the DOM immediately\n\n   var removeAfter = this.props.aborted ? 0 : 2000;\n   this.enterTimer = setTimeout(callback, removeAfter);\n   }\n }, {\n   key: 'animate',\n   value: function animate() {\n   var style = _reactDom2.default.findDOMNode(this).style;\n\n   var transitionValue = _transitions2.default.easeOut('2s', 'opacity') + ', ' + _transitions2.default.easeOut('1s', 'transform');\n\n   _autoPrefix2.default.set(style, 'transition',
  transitionValue);\n\n   _autoPrefix2.default.set(style, 'transform', 'scale(1)');\n   }\n }, {\n   key: 'initializeAnimation',\n   value: function initializeAnimation(callback) {\n   var style = _reactDom2.default.findDOMNode(this).style;\n\n   style.opacity = this.props.opacity;\n\n

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_autoPrefix2.default.set(style, 'transform', 'scale(0)');\n\n      this.leaveTimer = setTimeout(callback, 0);\n    }\n  },
{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          aborted = _props.aborted,\n
   color = _props.color,\n          opacity = _props.opacity,\n          style = _props.style,\n          touchGenerated =
_props.touchGenerated,\n          other = (0, _objectWithoutProperties3.default)(_props, ['aborted', 'color', 'opacity',
'style', 'touchGenerated']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var mergedStyles =
(0, _simpleAssign2.default)({\n        position: 'absolute',\n        top:
 0,\n        left: 0,\n        height: '100%',\n        width: '100%',\n        borderRadius: '50%',\n        backgroundColor:
color\n      }, style);\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style:
prepareStyles(mergedStyles)\n      }));\n    }\n  }]);\n  return
CircleRipple;\n}(_react.Component);\n\nCircleRipple.defaultProps = {\n  opacity: 0.1,\n  aborted:
false\n};\nCircleRipple.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nCircleRipple.propTypes = process.env.NODE_ENV !== \"production\"
? {\n  aborted: _propTypes2.default.bool,\n  color: _propTypes2.default.string,\n  opacity:
_propTypes2.default.number,\n  style: _propTypes2.default.object,\n  touchGenerated: _propTypes2.default.bool\n}
: {};\nexports.default = CircleRipple;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar
 _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2
 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var color = props.color,\n
hoverColor = props.hoverColor;\n  var baseTheme = context.muiTheme.baseTheme;\n  var offColor = color ||
baseTheme.palette.textColor;\n  var onColor = hoverColor || offColor;\n  return {\n    root: {\n      color:
state.hovered ? onColor : offColor,\n      position: 'relative',\n      fontSize: baseTheme.spacing.iconSize,\n
display: 'inline-block',\n      userSelect: 'none',\n      transition: _transitions2.default.easeOut()\n    }\n  };\n}\n\nvar
FontIcon
 = function (_Component) {\n  (0, _inherits3.default)(FontIcon, _Component);\n\n  function FontIcon() {\n    var
_ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, FontIcon);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FontIcon.__proto__ ||
(0, _getPrototypeOf2.default)(FontIcon)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false\n    }, _this.handleMouseLeave = function (event) {\n      // hover is needed only when a hoverColor is
defined\n      if (_this.props.hoverColor !== undefined) {\n        _this.setState({\n          hovered: false\n        });\n
}\n\n      if (_this.props.onMouseLeave) {\n        _this.props.onMouseLeave(event);\n      }\n    },
_this.handleMouseEnter = function (event) {\n      // hover is needed only
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when a hoverColor is defined\n if (_this.props.hoverColor !== undefined) {\n _this.setState({\n hovered: true\n });\n }\n\n if (_this.props.onMouseEnter) {\n _this.props.onMouseEnter(event);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(FontIcon, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n hoverColor = _props.hoverColor,\n onMouseLeave = _props.onMouseLeave,\n onMouseEnter = _props.onMouseEnter,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['hoverColor', 'onMouseLeave', 'onMouseEnter', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }));\n }\n }]);\n return FontIcon;\n}(_react.Component);\n\nFontIcon.muiName = 'FontIcon';\nFontIcon.defaultProps = {\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {}\n};\nFontIcon.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFontIcon.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the font color of the font icon. If not specified,\n * this component will default to muiTheme.palette.textColor.\n */\n color: _propTypes2.default.string,\n\n /**\n * This is the icon color when the mouse hovers over the icon.\n */\n hoverColor: _propTypes2.default.string,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = FontIcon;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationMenu = function NavigationMenu(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M3 18h18v-2H3v2zm0-5h18v-2H3v2zm0-7v2h18V6H3z'\n }));\n};\n\nNavigationMenu = (0, _pure2.default)(NavigationMenu);\n\nNavigationMenu.displayName = 'NavigationMenu';\nNavigationMenu.muiName = 'SvgIcon';\n\nexports.default = NavigationMenu;","'use strict';\n\nexports.__esModule = true;\n\nvar _react = require('react');\n\nvar _setDisplayName = require('./setDisplayName');\n\nvar _setDisplayName2 = _interopRequireDefault(_setDisplayName);\n\nvar _wrapDisplayName = require('./wrapDisplayName');\n\nvar _wrapDisplayName2 = _interopRequireDefault(_wrapDisplayName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nvar shouldUpdate = function shouldUpdate(test) {\n return function (BaseComponent) {\n var factory = (0, _react.createFactory)(BaseComponent);\n\n var ShouldUpdate = function (_Component) {\n _inherits(ShouldUpdate, _Component);\n\n function ShouldUpdate() {\n _classCallCheck(this, ShouldUpdate);\n\n return _possibleConstructorReturn(this, _Component.apply(this,

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arguments));\n  }\n\n  ShouldUpdate.prototype.shouldComponentUpdate = function
shouldComponentUpdate(nextProps) {\n    return test(this.props, nextProps);\n  };\n\n
ShouldUpdate.prototype.render
 = function render() {\n    return factory(this.props);\n  };\n\n  return ShouldUpdate;\n
}(_react.Component);\n\n  if (process.env.NODE_ENV !== 'production') {\n  return (0,
_setDisplayName2.default)((0, _wrapDisplayName2.default)(BaseComponent, 'shouldUpdate'))(ShouldUpdate);\n
}\n\n  return ShouldUpdate;\n };\n};\n\nexports.default = shouldUpdate;","\"use strict\";\n\nexports.__esModule =
true;\n\nvar setStatic = function setStatic(key, value) {\n  return function (BaseComponent) {\n  /* eslint-disable
no-param-reassign */\n  BaseComponent[key] = value;\n  /* eslint-enable no-param-reassign */\n\n  return
BaseComponent;\n };\n};\n\nexports.default = setStatic;","'use strict';\n\nexports.__esModule = true;\n\nvar
getDisplayName = function getDisplayName(Component) {\n  if (typeof Component === 'string') {\n  return
Component;\n  }\n\n  if (!Component) {\n  return undefined;\n  }\n\n  return Component.displayName ||
Component.name
 || 'Component';\n};\n\nexports.default = getDisplayName;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar
 _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n  default: obj\n };\n}\n\nvar SvgIcon = function (_Component) {\n  (0, _inherits3.default)(SvgIcon,
_Component);\n\n  function SvgIcon() {\n  var _ref;\n\n  var _temp, _this, _ret;\n\n  (0,
_classCallCheck3.default)(this, SvgIcon);\n\n  for (var _len = arguments.length, args = Array(_len), _key = 0; _key
< _len; _key++)
 {\n  args[_key] = arguments[_key];\n  }\n\n  return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = SvgIcon.__proto__ || (0,
_getPrototypeOf2.default)(SvgIcon)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n  hovered:
false\n  }, _this.handleMouseLeave = function (event) {\n  _this.setState({\n  hovered: false\n  });\n\n
_this.props.onMouseLeave(event);\n  }, _this.handleMouseEnter = function (event) {\n  _this.setState({\n
hovered: true\n  });\n\n  _this.props.onMouseEnter(event);\n  }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n }\n\n  (0, _createClass3.default)(SvgIcon, [{\n  key: 'render',\n
 value: function render() {\n  var _props = this.props,\n  children = _props.children,\n  color =
_props.color,\n  hoverColor = _props.hoverColor,\n  onMouseEnter = _props.onMouseEnter,\n
onMouseLeave = _props.onMouseLeave,\n
  style = _props.style,\n  viewBox = _props.viewBox,\n  other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'color', 'hoverColor', 'onMouseEnter', 'onMouseLeave', 'style',
'viewBox']);\n  var _context$muiTheme = this.context.muiTheme,\n  svgIcon =
_context$muiTheme.svgIcon,\n  prepareStyles = _context$muiTheme.prepareStyles;\n  var offColor = color
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? color : 'currentColor';\n var onColor = hoverColor ? hoverColor : offColor;\n var mergedStyles = (0, _simpleAssign2.default)({\n display: 'inline-block',\n color: svgIcon.color,\n fill: this.state.hovered ? onColor : offColor,\n height: 24,\n width: 24,\n userSelect: 'none',\n transition: _transitions2.default.easeOut()\n }, style);\n return _react2.default.createElement('svg', (0, _extends3.default)({}, other, {\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n
style: prepareStyles(mergedStyles),\n viewBox: viewBox\n }), children);\n }\n }]);\n return SvgIcon;\n}(_react.Component);\n\nSvgIcon.muiName = 'SvgIcon';\nSvgIcon.defaultProps = {\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n viewBox: '0 0 24 24'\n};\nSvgIcon.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSvgIcon.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Elements passed into the SVG Icon.\n */\n children: _propTypes2.default.node,\n\n /**\n * This is the fill color of the svg icon.\n * If not specified, this component will default\n * to muiTheme.palette.textColor.\n */\n color: _propTypes2.default.string,\n\n /**\n * This is the icon color when the mouse hovers over the icon.\n */\n hoverColor: _propTypes2.default.string,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n
/**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Allows you to redefine what the coordinates\n * without units mean inside an svg element. For example,\n * if the SVG element is 500 (width) by 200 (height), and you\n * pass viewBox=\"0 0 50 20\", this means that the coordinates inside\n * the svg will go from the top left corner (0,0) to bottom right (50,20)\n * and each unit will be worth 10px.\n */\n viewBox: _propTypes2.default.string\n} : {};\nexports.default = SvgIcon;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 =
require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var rounded = props.rounded,\n circle = props.circle,\n transitionEnabled = props.transitionEnabled,\n zDepth = props.zDepth;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n paper = _context$muiTheme.paper,\n borderRadius = _context$muiTheme.borderRadius;\n return {\n root: {\n color: paper.color,\n backgroundColor: paper.backgroundColor,\n transition: transitionEnabled && _transitions2.default.easeOut(),\n boxSizing: 'border-box',\n fontFamily: baseTheme.fontFamily,\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove
mobile color flashing (deprecated)\n boxShadow: paper.zDepthShadows[zDepth - 1],\n // No shadow for 0 depth papers\n borderRadius: circle ? '50%' : rounded ? borderRadius : '0px'\n }\n };\n}\n\nvar Paper =

function (_Component) {\n (0, _inherits3.default)(Paper, _Component);\n\n function Paper() {\n   (0, _classCallCheck3.default)(this, Paper);\n   return (0, _possibleConstructorReturn3.default)(this, (Paper.__proto__ || (0, _getPrototypeOf2.default)(Paper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Paper, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   circle = _props.circle,\n   rounded = _props.rounded,\n   style = _props.style,\n   transitionEnabled = _props.transitionEnabled,\n   zDepth = _props.zDepth,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'circle', 'rounded', 'style', 'transitionEnabled', 'zDepth']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }), children);\n   }\n }]);\n return Paper;\n}(_react.Component);\n\nPaper.defaultProps = {\n circle: false,\n rounded: true,\n transitionEnabled: true,\n zDepth: 1\n};\nPaper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPaper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Children passed into the paper element.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Set to true to generate a circular paper container.\n   */\n circle: _propTypes2.default.bool,\n\n /**\n   * By default, the paper container will have a border radius.\n   * Set this to false to generate a container with sharp corners.\n   */\n rounded: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * Set to false to disable CSS transitions for the paper element.\n   */\n transitionEnabled: _propTypes2.default.bool,\n\n /**\n   * This number represents the zDepth of the paper shadow.\n   */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Paper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _typeof2 = require('babel-runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _Menu = require('../Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _MenuItem = require('../MenuItem');\n\nvar _MenuItem2 = _interopRequireDefault(_MenuItem);\n\nvar _Divider = require('../Divider');\n\nvar _Divider2 = _interopRequireDefault(_Divider);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var anchorEl = state.anchorEl;\n var fullWidth = props.fullWidth;\n var styles = {\n   root: {\n   display: 'inline-block',\n

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    position: 'relative',\n      width: fullWidth ? '100%' : 256\n    },\n    menu: {\n      width: '100%'\n    },\n    list: {\n
  display: 'block',\n      width: fullWidth ? '100%' : 256\n    },\n    innerDiv: {\n      overflow: 'hidden'\n    }\n  };\n\n
if (anchorEl && fullWidth) {\n    styles.popover = {\n      width: anchorEl.clientWidth\n    };\n  }\n\n  return
styles;\n}\n\nvar AutoComplete = function (_Component) {\n  (0, _inherits3.default)(AutoComplete,
_Component);\n\n  function AutoComplete() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, AutoComplete);\n\n    for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = AutoComplete.__proto__ || (0,
_getPrototypeOf2.default)(AutoComplete)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
  anchorEl: null,\n      focusTextField: true,\n      open: false,\n      searchText: undefined\n    },
_this.handleRequestClose = function () {\n      // Only take into account the Popover clickAway when we are\n      //
not focusing the TextField.\n      if (!_this.state.focusTextField) {\n        _this.close();\n      }\n    },
_this.handleMouseDown = function (event) {\n      // Keep the TextField focused\n      event.preventDefault();\n    },
_this.handleItemClick = function (event, child) {\n      var dataSource = _this.props.dataSource;\n      var index =
parseInt(child.key, 10);\n      var chosenRequest = dataSource[index];\n\n      var searchText =
_this.chosenRequestText(chosenRequest);\n\n      var updateInput = function updateInput() {\n        return
_this.props.onUpdateInput(searchText, _this.props.dataSource, {\n          source: 'click'\n        });\n      };\n\n
_this.timerClickCloseId = function () {\n        return setTimeout(function () {\n          _this.timerClickCloseId
 = null;\n\n          _this.close();\n\n          _this.props.onNewRequest(chosenRequest, index);\n        },
_this.props.menuCloseDelay);\n      };\n\n      if (typeof _this.props.searchText !== 'undefined') {\n
updateInput();\n\n        _this.timerClickCloseId();\n      } else {\n        _this.setState({\n          searchText:
searchText\n        }, function () {\n          updateInput();\n\n          _this.timerClickCloseId();\n        });\n      }\n    },
_this.chosenRequestText = function (chosenRequest) {\n      if (typeof chosenRequest === 'string') {\n        return
chosenRequest;\n      } else {\n        return chosenRequest[_this.props.dataSourceConfig.text];\n      }\n    },
_this.handleEscKeyDown = function () {\n      _this.close();\n    }, _this.handleKeyDown = function (event) {\n      if
(_this.props.onKeyDown) _this.props.onKeyDown(event);\n\n      switch ((0, _keycode2.default)(event)) {\n
case 'enter':\n          _this.close();\n\n          var
 searchText = _this.state.searchText;\n\n          if (searchText !== '') {\n
_this.props.onNewRequest(searchText, -1);\n          }\n\n          break;\n\n        case 'esc':\n          _this.close();\n\n
  break;\n\n        case 'down':\n          event.preventDefault();\n\n          _this.setState({\n            open: true,\n
focusTextField: false,\n            anchorEl: _reactDom2.default.findDOMNode(_this.refs.searchTextField)\n
});\n\n          break;\n\n        default:\n          break;\n      }\n    }, _this.handleChange = function (event) {\n      var
searchText = event.target.value; // Make sure that we have a new searchText.\n      // Fix an issue with a Cordova
Webview\n\n      if (searchText === _this.state.searchText) {\n        return;\n      }\n\n      var state = {\n        open:
true,\n        anchorEl: _reactDom2.default.findDOMNode(_this.refs.searchTextField)\n      };\n\n      if
(_this.props.searchText === undefined) {\n
    state.searchText = searchText;\n      }\n\n      _this.setState(state);\n\n      _this.props.onUpdateInput(searchText,
_this.props.dataSource, {\n        source: 'change'\n      });\n    }, _this.handleBlur = function (event) {\n      if
(_this.state.focusTextField && _this.timerClickCloseId === null) {\n        _this.timerBlurClose =
setTimeout(function () {\n          _this.close();\n        }, 0);\n      }\n\n      if (_this.props.onBlur) {\n
_this.props.onBlur(event);\n      }\n    }, _this.handleFocus = function (event) {\n      if (!_this.state.open &&
_this.props.openOnFocus) {\n        _this.setState({\n          open: true,\n          anchorEl:
_reactDom2.default.findDOMNode(_this.refs.searchTextField)\n        });\n      }\n\n      _this.setState({\n
focusTextField: true\n      });\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(AutoComplete,
 [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.requestsList = [];\n
this.setState({\n        open: this.props.open,\n        searchText: this.props.searchText || ''\n      });\n
this.timerClickCloseId = null;\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
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componentWillReceiveProps(nextProps) {\n if (this.props.searchText !== nextProps.searchText) {\n this.setState({\n searchText: nextProps.searchText\n });\n }\n\n if (this.props.open !== nextProps.open) {\n this.setState({\n open: nextProps.open,\n anchorEl: _reactDom2.default.findDOMNode(this.refs.searchTextField)\n });\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.timerClickCloseId);\n clearTimeout(this.timerBlurClose);\n }\n }, {\n key: 'close',\n value: function
close() {\n this.setState({\n open: false,\n anchorEl: null\n });\n\n if (this.props.onClose) {\n this.props.onClose();\n }\n }\n }, {\n key: 'blur',\n value: function blur() {\n this.refs.searchTextField.blur();\n }\n }, {\n key: 'focus',\n value: function focus() {\n this.refs.searchTextField.focus();\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n anchorOrigin = _props.anchorOrigin,\n animated = _props.animated,\n animation = _props.animation,\n dataSource = _props.dataSource,\n dataSourceConfig = _props.dataSourceConfig,\n disableFocusRipple = _props.disableFocusRipple,\n errorStyle = _props.errorStyle,\n floatingLabelText = _props.floatingLabelText,\n filter = _props.filter,\n fullWidth = _props.fullWidth,\n style = _props.style,\n hintText = _props.hintText,\n maxSearchResults = _props.maxSearchResults,\n menuCloseDelay = _props.menuCloseDelay,\n textFieldStyle = _props.textFieldStyle,\n menuStyle = _props.menuStyle,\n menuProps = _props.menuProps,\n listStyle = _props.listStyle,\n targetOrigin = _props.targetOrigin,\n onBlur = _props.onBlur,\n onClose = _props.onClose,\n onFocus = _props.onFocus,\n onKeyDown = _props.onKeyDown,\n onNewRequest = _props.onNewRequest,\n onUpdateInput = _props.onUpdateInput,\n openOnFocus = _props.openOnFocus,\n popoverProps = _props.popoverProps,\n searchTextProp = _props.searchText,\n other = (0, _objectWithoutProperties3.default)(_props, ['anchorOrigin', 'animated', 'animation', 'dataSource', 'dataSourceConfig', 'disableFocusRipple', 'errorStyle', 'floatingLabelText', 'filter', 'fullWidth', 'style', 'hintText', 'maxSearchResults', 'menuCloseDelay', 'textFieldStyle', 'menuStyle', 'menuProps', 'listStyle', 'targetOrigin', 'onBlur', 'onClose', 'onFocus', 'onKeyDown', 'onNewRequest', 'onUpdateInput', 'openOnFocus', 'popoverProps', 'searchText']);\n\n var _ref2 = popoverProps || {},\n popoverStyle = _ref2.style,\n popoverOther = (0, _objectWithoutProperties3.default)(_ref2, ['style']);\n\n var _state = this.state,\n open = _state.open,\n anchorEl = _state.anchorEl,\n searchText = _state.searchText,\n focusTextField = _state.focusTextField;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var requestsList = [];\n dataSource.every(function (item, index) {\n switch (typeof item === 'undefined' ? 'undefined' : (0, _typeof3.default)(item)) {\n case 'string':\n if (filter(searchText, item, item)) {\n requestsList.push({\n text: item,\n value: _react2.default.createElement(_MenuItem2.default, {\n innerDivStyle: styles.innerDiv,\n value: item,\n primaryText: item,\n disableFocusRipple: disableFocusRipple,\n key: index\n })\n });\n }\n\n break;\n\n case 'object':\n if (item && typeof item[_this2.props.dataSourceConfig.text] === 'string') {\n var itemText = item[_this2.props.dataSourceConfig.text];\n if (!_this2.props.filter(searchText, itemText, item)) break;\n var itemValue = item[_this2.props.dataSourceConfig.value];\n\n if (itemValue && itemValue.type && (itemValue.type.muiName === _MenuItem2.default.muiName || itemValue.type.muiName === _Divider2.default.muiName)) {\n requestsList.push({\n text: itemText,\n value: _react2.default.cloneElement(itemValue, {\n key: index,\n disableFocusRipple: disableFocusRipple\n })\n });\n } else {\n requestsList.push({\n text: itemText,\n value: _react2.default.createElement(_MenuItem2.default, {\n innerDivStyle: styles.innerDiv,\n primaryText: itemText,\n disableFocusRipple: disableFocusRipple,\n key: index\n })\n });\n }\n }\n\n break;\n\n default: // Do

nothing\n\n }\n\n return !(maxSearchResults && maxSearchResults > 0 && requestsList.length === maxSearchResults);\n });\n this.requestsList = requestsList;\n\n var menu = open && requestsList.length > 0 && _react2.default.createElement(_Menu2.default, (0, _extends3.default)({\n ref: 'menu',\n autoWidth: false,\n disableAutoFocus: focusTextField,\n onEscKeyDown: this.handleEscKeyDown,\n initiallyKeyboardFocused: true,\n onItemClick: this.handleItemClick,\n onMouseDown: this.handleMouseDown,\n style: (0, _simpleAssign2.default)(styles.menu, menuStyle),\n listStyle: (0, _simpleAssign2.default)(styles.list, listStyle)\n }, menuProps), requestsList.map(function (i) {\n return i.value;\n }));\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, _react2.default.createElement(_TextField2.default, (0, _extends3.default)({\n ref: 'searchTextField',\n autoComplete: 'off',\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onKeyDown: this.handleKeyDown,\n floatingLabelText: floatingLabelText,\n hintText: hintText,\n fullWidth: fullWidth,\n multiLine: false,\n errorStyle: errorStyle,\n style: textFieldStyle\n }, other, {\n // value and onChange are idiomatic properties often leaked.\n // We prevent their overrides in order to reduce potential bugs.\n value: searchText,\n onChange: this.handleChange\n })), _react2.default.createElement(_Popover2.default, (0, _extends3.default)({\n style: (0, _simpleAssign2.default)({}, styles.popover, popoverStyle),\n canAutoPosition: false,\n anchorOrigin: anchorOrigin,\n targetOrigin: targetOrigin,\n open: open,\n anchorEl: anchorEl,\n useLayerForClickAway: false,\n onRequestClose: this.handleRequestClose,\n animated: animated,\n animation: animation\n }, popoverOther), menu));\n }\n }]);\n return AutoComplete;\n}(_react.Component);\n\nAutoComplete.defaultProps = {\n anchorOrigin: {\n vertical: 'bottom',\n horizontal: 'left'\n },\n animated: true,\n dataSourceConfig: {\n text: 'text',\n value: 'value'\n },\n disableFocusRipple: true,\n filter: function filter(searchText, key) {\n return searchText !== '' && key.indexOf(searchText) !== -1;\n },\n fullWidth: false,\n open: false,\n openOnFocus: false,\n onUpdateInput: function onUpdateInput() {},\n onNewRequest: function onNewRequest() {},\n menuCloseDelay: 300,\n targetOrigin: {\n vertical: 'top',\n horizontal: 'left'\n }\n};\n\nAutoComplete.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nAutoComplete.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Location of the anchor for the auto complete.\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the auto complete is animated as it is toggled.\n */\n animated: _propTypes2.default.bool,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * Array of strings or nodes used to populate the list.\n */\n dataSource: _propTypes2.default.array.isRequired,\n\n /**\n * Config for objects list dataSource.\n *\n * @typedef {Object} dataSourceConfig\n *\n * @property {string} text `dataSource` element key used to find a string to be matched for search\n * and shown as a `TextField` input value after choosing the result.\n * @property {string} value `dataSource` element key used to find a string to be shown in search results.\n */\n dataSourceConfig: _propTypes2.default.object,\n\n /**\n * Disables focus ripple when true.\n */\n disableFocusRipple: _propTypes2.default.bool,\n\n /**\n * Override style prop for error.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * The error content to display.\n */\n errorText: _propTypes2.default.node,\n\n /**\n * Callback function used to filter the auto complete.\n *\n * @param {string} searchText The text to search for within `dataSource`.\n * @param {string} key `dataSource` element, or `text` property on that element if it's not a string.\n * @returns {boolean} `true` indicates the auto complete list will include `key` when the input is `searchText`.\n */\n filter: _propTypes2.default.func,\n\n /**\n * The content to use for adding floating label element.\n */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n * If true, the field receives the property `width: 100%`.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * The hint content to display.\n */\n hintText: _propTypes2.default.node,\n\n /**\n * Override style for list.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The max number of search results to be shown.\n * By default it shows all the items which matches filter.\n */\n maxSearchResults: _propTypes2.default.number,\n\n /**\n * Delay for closing time of the menu.\n */\n menuCloseDelay: _propTypes2.default.number,\n\n /**\n * Props to

be passed to menu.\n */\n menuProps: _propTypes2.default.object,\n\n
/**\n * Override style for menu.\n */\n menuStyle: _propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is closed.\n */\n onClose: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /** @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when a list item is selected, or enter is pressed in the `TextField`.\n *\n * @param {string} chosenRequest Either the `TextField` input value, if enter is pressed in the `TextField`,\n * or the dataSource object corresponding to the list item that was selected.\n * @param {number} index The index in `dataSource` of the list item selected, or `-1` if enter is pressed in the\n * `TextField`.\n */\n onNewRequest: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the user updates the `TextField`.\n *\n * @param {string}
searchText The auto-complete's `searchText` value.\n * @param {array} dataSource The auto-complete's `dataSource` array.\n * @param {object} params Additional information linked the update.\n */\n onUpdateInput: _propTypes2.default.func,\n\n /**\n * Auto complete menu is open if true.\n */\n open: _propTypes2.default.bool,\n\n /**\n * If true, the list item is showed when a focus event triggers.\n */\n openOnFocus: _propTypes2.default.bool,\n\n /**\n * Props to be passed to popover.\n */\n popoverProps: _propTypes2.default.object,\n\n /**\n * Text being input to auto complete.\n */\n searchText: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Origin for location of target.\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * Override the inline-styles of AutoComplete's TextField element.\n */\n textFieldStyle: _propTypes2.default.object\n}
: {};\n\nAutoComplete.levenshteinDistance = function (searchText, key) {\n var current = [];\n var prev = void 0;\n var value = void 0;\n\n for (var i = 0; i <= key.length; i++) {\n for (var j = 0; j <= searchText.length; j++) {\n if (i && j) {\n if (searchText.charAt(j - 1) === key.charAt(i - 1)) value = prev;else value = Math.min(current[j], current[j - 1], prev) + 1;\n } else {\n value = i + j;\n }\n\n prev = current[j];\n current[j] = value;\n }\n }\n\n return current.pop();\n};\n\nAutoComplete.noFilter = function () {\n return true;\n};\n\nAutoComplete.defaultFilter = AutoComplete.caseSensitiveFilter = function (searchText, key) {\n return searchText !== '' && key.indexOf(searchText) !== -1;\n};\n\nAutoComplete.caseInsensitiveFilter = function (searchText, key) {\n return key.toLowerCase().indexOf(searchText.toLowerCase()) !== -1;\n};\n\nAutoComplete.levenshteinDistanceFilter = function (distanceLessThan) {\n if (distanceLessThan === undefined) {\n return AutoComplete.levenshteinDistance;\n } else if (typeof distanceLessThan !== 'number') {\n throw 'Error: AutoComplete.levenshteinDistanceFilter is a filter generator, not a filter!';\n }\n\n return function (s, k) {\n return AutoComplete.levenshteinDistance(s, k) < distanceLessThan;\n };\n};\n\nAutoComplete.fuzzyFilter = function (searchText, key) {\n var compareString = key.toLowerCase();\n searchText = searchText.toLowerCase();\n var searchTextIndex = 0;\n\n for (var index = 0; index < key.length; index++) {\n if (compareString[index] === searchText[searchTextIndex]) {\n searchTextIndex += 1;\n }\n }\n\n return searchTextIndex === searchText.length;\n};\n\nAutoComplete.Item = _MenuItem2.default;\nAutoComplete.Divider = _Divider2.default;\nexports.default = AutoComplete;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar
_extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =

require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedTextarea = require('./EnhancedTextarea');\n\nvar _EnhancedTextarea2 = _interopRequireDefault(_EnhancedTextarea);\n\nvar _TextFieldHint = require('./TextFieldHint');\n\nvar _TextFieldHint2 = _interopRequireDefault(_TextFieldHint);\n\nvar _TextFieldLabel = require('./TextFieldLabel');\n\nvar _TextFieldLabel2 = _interopRequireDefault(_TextFieldLabel);\n\nvar _TextFieldUnderline = require('./TextFieldUnderline');\n\nvar _TextFieldUnderline2 = _interopRequireDefault(_TextFieldUnderline);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar getStyles = function getStyles(props, context, state) {\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n _context$muiTheme$tex = _context$muiTheme.textField,\n floatingLabelColor = _context$muiTheme$tex.floatingLabelColor,\n focusColor = _context$muiTheme$tex.focusColor,\n textColor = _context$muiTheme$tex.textColor,\n disabledTextColor = _context$muiTheme$tex.disabledTextColor,\n backgroundColor = _context$muiTheme$tex.backgroundColor,\n errorColor = _context$muiTheme$tex.errorColor;\n var styles = {\n root: {\n fontSize: 16,\n lineHeight: '24px',\n width: props.fullWidth ? '100%' : 256,\n height: (props.rows - 1) * 24 + (props.floatingLabelText ? 72 : 48),\n display: 'inline-block',\n position: 'relative',\n backgroundColor: backgroundColor,\n fontFamily: baseTheme.fontFamily,\n transition: _transitions2.default.easeOut('200ms', 'height'),\n cursor: props.disabled ? 'not-allowed' : 'auto'\n },\n error: {\n position: 'relative',\n bottom: 2,\n fontSize: 12,\n lineHeight: '12px',\n color: errorColor,\n transition: _transitions2.default.easeOut()\n },\n floatingLabel: {\n color: props.disabled ? disabledTextColor : floatingLabelColor,\n pointerEvents: 'none'\n },\n input: {\n padding: 0,\n position: 'relative',\n width: '100%',\n border: 'none',\n outline: 'none',\n backgroundColor: 'rgba(0,0,0,0)',\n color: props.disabled ? disabledTextColor : textColor,\n cursor: 'inherit',\n font: 'inherit',\n WebkitOpacity: 1,\n WebkitTapHighlightColor: 'rgba(0,0,0,0)' // Remove mobile color flashing (deprecated style).\n\n },\n inputNative: {\n appearance: 'textfield' // Improve type search style.\n\n }\n };\n styles.textarea = (0, _simpleAssign2.default)({}, styles.input, {\n marginTop: props.floatingLabelText ? 36 : 12,\n marginBottom: props.floatingLabelText ? -36 : -12,\n boxSizing: 'border-box',\n font: 'inherit'\n }); // Do not assign a height to the textarea as he handles it on his own.\n\n styles.input.height = '100%';\n\n if (state.isFocused) {\n styles.floatingLabel.color = focusColor;\n }\n\n if (props.floatingLabelText) {\n styles.input.boxSizing = 'border-box';\n\n if (!props.multiLine) {\n styles.input.marginTop = 14;\n }\n\n if (state.errorText) {\n styles.error.bottom = !props.multiLine ? styles.error.fontSize + 3 : 3;\n }\n }\n\n if (state.errorText) {\n if (state.isFocused) {\n styles.floatingLabel.color = styles.error.color;\n }\n }\n\n return styles;\n};\n/**\n * Check if a value is valid to be displayed inside an input.\n *\n * @param The value to check.\n * @returns True if the string provided is valid, false otherwise.\n */\n\n\nfunction isValid(value) {\n return value !== '' && value !== undefined && value !== null && !(Array.isArray(value) && value.length === 0);\n}\n\nvar TextField = function (_Component) {\n (0, _inherits3.default)(TextField, _Component);\n\n function TextField() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TextField);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0,

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_possibleConstructorReturn3.default)(this, (_ref = TextField.__proto__ || (0,
_getPrototypeOf2.default)(TextField)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      isFocused:
false,\n      errorText: undefined,\n      hasValue:
 false\n    }, _this.handleInputBlur = function (event) {\n      _this.setState({\n        isFocused: false\n      });\n\n      if
(_this.props.onBlur) {\n        _this.props.onBlur(event);\n      }\n    }, _this.handleInputChange = function (event) {\n
    if (!_this.props.hasOwnProperty('value')) {\n        _this.setState({\n          hasValue: isValid(event.target.value)\n
  });\n      }\n\n      if (_this.props.onChange) {\n        _this.props.onChange(event, event.target.value);\n      }\n    },
_this.handleInputFocus = function (event) {\n      if (_this.props.disabled) {\n        return;\n      }\n\n
_this.setState({\n        isFocused: true\n      });\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n
  }\n    }, _this.handleHeightChange = function (event, height) {\n      var newHeight = height + 24;\n\n      if
(_this.props.floatingLabelText) {\n        newHeight += 24;\n      }\n\n
_reactDom2.default.findDOMNode(_this).style.height
 = newHeight + 'px';\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(TextField, [{\n    key: 'componentWillMount',\n    value: function componentWillMount()
{\n      var _props = this.props,\n          children = _props.children,\n          name = _props.name,\n          hintText =
_props.hintText,\n          floatingLabelText = _props.floatingLabelText,\n          id = _props.id;\n      var propsLeaf =
children ? children.props : this.props;\n      this.setState({\n        errorText: this.props.errorText,\n        hasValue:
isValid(propsLeaf.value) || isValid(propsLeaf.defaultValue)\n      });\n      process.env.NODE_ENV !==
\"production\" ? (0, _warning2.default)(name || hintText || floatingLabelText || id, 'Material-UI: We don\\'t have
enough information\\n      to build a robust unique id for the TextField component. Please provide an id or a name.') :
void 0;\n      var uniqueId = name + '-' + hintText + '-' + floatingLabelText
 + '-' + Math.floor(Math.random() * 0xFFFF);\n      this.uniqueId = uniqueId.replace(/[^A-Za-z0-9-]/gi, '');\n    }\n  },
{\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(nextProps.disabled && !this.props.disabled) {\n        this.setState({\n          isFocused: false\n        });\n      }\n\n
if (nextProps.errorText !== this.props.errorText) {\n        this.setState({\n          errorText: nextProps.errorText\n
});\n      }\n\n      if (nextProps.children && nextProps.children.props) {\n        nextProps =
nextProps.children.props;\n      }\n\n      if (nextProps.hasOwnProperty('value')) {\n        var hasValue =
isValid(nextProps.value);\n        this.setState({\n          hasValue: hasValue\n        });\n      }\n    }\n  }, {\n    key:
'shouldComponentUpdate',\n    value: function shouldComponentUpdate(nextProps, nextState, nextContext) {\n
return !(0, _shallowEqual2.default)(this.props, nextProps)
 || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n
}\n  }, {\n    key: 'blur',\n    value: function blur() {\n      if (this.input) {\n        this.getInputNode().blur();\n      }\n
}\n  }, {\n    key: 'focus',\n    value: function focus() {\n      if (this.input) {\n        this.getInputNode().focus();\n
}\n    }\n  }, {\n    key: 'select',\n    value: function select() {\n      if (this.input) {\n
this.getInputNode().select();\n      }\n    }\n  }, {\n    key: 'getValue',\n    value: function getValue() {\n      return
this.input ? this.getInputNode().value : undefined;\n    }\n  }, {\n    key: 'getInputNode',\n    value: function
getInputNode() {\n      return this.props.children || this.props.multiLine ? this.input.getInputNode() :
_reactDom2.default.findDOMNode(this.input);\n    }\n  }, {\n    key: '_isControlled',\n    value: function
_isControlled() {\n      return this.props.hasOwnProperty('value');\n
    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props2 = this.props,\n
     children = _props2.children,\n          className = _props2.className,\n          disabled = _props2.disabled,\n
 errorStyle = _props2.errorStyle,\n          errorText = _props2.errorText,\n          floatingLabelFixed =
_props2.floatingLabelFixed,\n          floatingLabelFocusStyle = _props2.floatingLabelFocusStyle,\n
floatingLabelShrinkStyle = _props2.floatingLabelShrinkStyle,\n          floatingLabelStyle =
_props2.floatingLabelStyle,\n          floatingLabelText = _props2.floatingLabelText,\n          fullWidth =
_props2.fullWidth,\n          hintText = _props2.hintText,\n          hintStyle = _props2.hintStyle,\n          id =
_props2.id,\n          inputStyle = _props2.inputStyle,\n          multiLine = _props2.multiLine,\n          onBlur =
_props2.onBlur,\n          onChange = _props2.onChange,\n          onFocus
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= _props2.onFocus,\n style = _props2.style,\n type = _props2.type,\n underlineDisabledStyle = _props2.underlineDisabledStyle,\n underlineFocusStyle = _props2.underlineFocusStyle,\n underlineShow = _props2.underlineShow,\n underlineStyle = _props2.underlineStyle,\n rows = _props2.rows,\n rowsMax = _props2.rowsMax,\n textareaStyle = _props2.textareaStyle,\n other = (0, _objectWithoutProperties3.default)(_props2, ['children', 'className', 'disabled', 'errorStyle', 'errorText', 'floatingLabelFixed', 'floatingLabelFocusStyle', 'floatingLabelShrinkStyle', 'floatingLabelStyle', 'floatingLabelText', 'fullWidth', 'hintText', 'hintStyle', 'id', 'inputStyle', 'multiLine', 'onBlur', 'onChange', 'onFocus', 'style', 'type', 'underlineDisabledStyle', 'underlineFocusStyle', 'underlineShow', 'underlineStyle', 'rows', 'rowsMax', 'textareaStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n

 var styles = getStyles(this.props, this.context, this.state);\n var inputId = id || this.uniqueId;\n\n var errorTextElement = this.state.errorText && _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.error, errorStyle))\n }, this.state.errorText);\n\n var floatingLabelTextElement = floatingLabelText && _react2.default.createElement(_TextFieldLabel2.default, {\n muiTheme: this.context.muiTheme,\n style: (0, _simpleAssign2.default)(styles.floatingLabel, floatingLabelStyle, this.state.isFocused ? floatingLabelFocusStyle : null),\n shrinkStyle: floatingLabelShrinkStyle,\n htmlFor: inputId,\n shrink: this.state.hasValue || this.state.isFocused || floatingLabelFixed,\n disabled: disabled\n }, floatingLabelText);\n\n var inputProps = {\n id: inputId,\n ref: function ref(elem) {\n return _this2.input = elem;\n },\n disabled: this.props.disabled,\n

 onBlur: this.handleInputBlur,\n onChange: this.handleInputChange,\n onFocus: this.handleInputFocus\n };\n var childStyleMerged = (0, _simpleAssign2.default)(styles.input, inputStyle);\n var inputElement = void 0;\n\n if (children) {\n inputElement = _react2.default.cloneElement(children, (0, _extends3.default)({}, inputProps, children.props, {\n style: (0, _simpleAssign2.default)(childStyleMerged, children.props.style)\n }));\n } else {\n inputElement = multiLine ? _react2.default.createElement(_EnhancedTextarea2.default, (0, _extends3.default)({\n style: childStyleMerged,\n textareaStyle: (0, _simpleAssign2.default)(styles.textarea, styles.inputNative, textareaStyle),\n rows: rows,\n rowsMax: rowsMax,\n hintText: hintText\n }, other, inputProps, {\n onHeightChange: this.handleHeightChange\n })) : _react2.default.createElement('input', (0, _extends3.default)({\n type: type,\n style: prepareStyles((0, _simpleAssign2.default)(styles.inputNative, childStyleMerged))\n }, other, inputProps));\n }\n\n var rootProps = {};\n\n if (children) {\n rootProps = other;\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, rootProps, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), floatingLabelTextElement, hintText ? _react2.default.createElement(_TextFieldHint2.default, {\n muiTheme: this.context.muiTheme,\n show: !(this.state.hasValue || floatingLabelText && !this.state.isFocused) || !this.state.hasValue && floatingLabelText && floatingLabelFixed && !this.state.isFocused,\n style: hintStyle,\n text: hintText\n }) : null, inputElement, underlineShow ? _react2.default.createElement(_TextFieldUnderline2.default, {\n disabled: disabled,\n

 disabledStyle: underlineDisabledStyle,\n error: !!this.state.errorText,\n errorStyle: errorStyle,\n focus: this.state.isFocused,\n focusStyle: underlineFocusStyle,\n muiTheme: this.context.muiTheme,\n style: underlineStyle\n }) : null, errorTextElement);\n }\n ]);\n return TextField;\n}(_react.Component);\n\nTextField.defaultProps = {\n disabled: false,\n floatingLabelFixed: false,\n multiLine: false,\n fullWidth: false,\n type: 'text',\n underlineShow: true,\n rows: 1\n};\nTextField.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTextField.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The text string to use for the default value.\n */\n defaultValue: _propTypes2.default.any,\n\n /**\n * Disables the text field if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The style object to use to override error styles.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * The error content to display.\n */\n errorText:
```

_propTypes2.default.node,\n\n /**\n   * If true, the floating label will float even when there is no value.\n   */\n floatingLabelFixed: _propTypes2.default.bool,\n\n /**\n   * The style object to use to override floating label styles when focused.\n   */\n floatingLabelFocusStyle: _propTypes2.default.object,\n\n /**\n   * The style object to use to override floating label styles when shrunk.\n   */\n floatingLabelShrinkStyle: _propTypes2.default.object,\n\n /**\n   * The style object to use to override floating label styles.\n   */\n floatingLabelStyle: _propTypes2.default.object,\n\n /**\n   * The content to use for the floating label element.\n   */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n   * If true, the field receives the property width 100%.\n   */\n fullWidth: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the TextField's hint text element.\n   */\n hintStyle: _propTypes2.default.object,\n\n /**\n   * The hint content to display.\n   */\n hintText: _propTypes2.default.node,\n\n /**\n   * The id prop for the text field.\n   */\n id: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the TextField's input element.\n   * When multiLine is false: define the style of the input element.\n   * When multiLine is true: define the style of the container of the textarea.\n   */\n inputStyle: _propTypes2.default.object,\n\n /**\n   * If true, a textarea element will be rendered.\n   * The textarea also grows and shrinks according to the number of lines.\n   */\n multiLine: _propTypes2.default.bool,\n\n /**\n   * Name applied to the input.\n   */\n name: _propTypes2.default.string,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n   * Callback function that is fired when the textfield's value changes.\n   *\n   * @param {object} event Change event targeting the text field.\n   * @param {string} newValue The new value of the text field.\n   */\n onChange: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n   * Number of rows to display when multiLine option is set to true.\n   */\n rows: _propTypes2.default.number,\n\n /**\n   * Maximum number of rows to display when\n   * multiLine option is set to true.\n   */\n rowsMax: _propTypes2.default.number,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the TextField's textarea element.\n   * The TextField use either a textarea or an input,\n   * this property has effects only when multiLine is true.\n   */\n textareaStyle: _propTypes2.default.object,\n\n /**\n   * Specifies the type of input to display\n   * such as \"password\" or \"text\".\n   */\n type: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the\n   * TextField's underline element when disabled.\n   */\n underlineDisabledStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the TextField's\n   * underline element when focussed.\n   */\n underlineFocusStyle: _propTypes2.default.object,\n\n /**\n   * If true, shows the underline for the text field.\n   */\n underlineShow: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the TextField's underline element.\n   */\n underlineStyle: _propTypes2.default.object,\n\n /**\n   * The value of the text field.\n   */\n value: _propTypes2.default.any\n} : {};\nexports.default = TextField;"'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-

listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar rowsHeight = 24;\n\nfunction getStyles(props, context, state) {\n return {\n root: {\n position: 'relative' // because the shadow has position: 'absolute'\n\n },\n textarea: {\n height: state.height,\n width: '100%',\n resize: 'none',\n font: 'inherit',\n padding: 0,\n cursor: 'inherit'\n },\n shadow: {\n resize: 'none',\n // Overflow also needed to here to remove the extra row\n // added to textareas in Firefox.\n overflow: 'hidden',\n // Visibility needed to hide the extra text area on ipads\n visibility: 'hidden',\n position: 'absolute',\n height: 'auto'\n }\n };\n}\n\nvar EnhancedTextarea = function (_Component) {\n (0, _inherits3.default)(EnhancedTextarea, _Component);\n\n function EnhancedTextarea() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, EnhancedTextarea);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedTextarea.__proto__ || (0, _getPrototypeOf2.default)(EnhancedTextarea)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n height: null\n }, _this.handleResize = function (event) {\n _this.syncHeightWithShadow(_this.props.value, event);\n }, _this.handleChange = function (event) {\n if (!_this.props.hasOwnProperty('value')) {\n _this.syncHeightWithShadow(event.target.value);\n }\n\n if (_this.props.hasOwnProperty('valueLink')) {\n _this.props.valueLink.requestChange(event.target.value);\n }\n\n if (_this.props.onChange) {\n _this.props.onChange(event);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(EnhancedTextarea, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n height: this.props.rows * rowsHeight\n });\n }\n }, {\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.syncHeightWithShadow(this.props.value);\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.value !== this.props.value || nextProps.rowsMax !== this.props.rowsMax) {\n this.syncHeightWithShadow(nextProps.value, null, nextProps);\n }\n }\n }, {\n key: 'getInputNode',\n value: function getInputNode() {\n return this.refs.input;\n }\n }, {\n key: 'setValue',\n value: function setValue(value) {\n this.getInputNode().value = value;\n this.syncHeightWithShadow(value);\n }\n }, {\n key: 'syncHeightWithShadow',\n value: function syncHeightWithShadow(newValue, event, props) {\n var shadow = this.refs.shadow;\n var displayText = this.props.hintText && (newValue === '' || newValue === undefined || newValue === null) ? this.props.hintText : newValue;\n\n if (displayText !== undefined) {\n shadow.value = displayText;\n }\n\n var newHeight = shadow.scrollHeight; // Guarding for jsdom, where scrollHeight isn't present.\n // See https://github.com/tmpvar/jsdom/issues/1013\n\n if (newHeight === undefined) return;\n props = props || this.props;\n\n if (props.rowsMax >= props.rows) {\n newHeight = Math.min(props.rowsMax * rowsHeight, newHeight);\n }\n\n newHeight = Math.max(newHeight, rowsHeight);\n\n if (this.state.height !== newHeight) {\n var input = this.refs.input;\n var cursorPosition = input.selectionEnd;\n this.setState({\n height: newHeight\n }, function () {\n input.setSelectionRange(cursorPosition, cursorPosition);\n });\n\n if (props.onHeightChange) {\n props.onHeightChange(event, newHeight);\n }\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n onChange = _props.onChange,\n onHeightChange = _props.onHeightChange,\n rows = _props.rows,\n rowsMax = _props.rowsMax,\n shadowStyle = _props.shadowStyle,\n style = _props.style,\n hintText = _props.hintText,\n textareaStyle = _props.textareaStyle,\n valueLink = _props.valueLink,\n other = (0, _objectWithoutProperties3.default)(_props, ['onChange', 'onHeightChange', 'rows', 'rowsMax', 'shadowStyle', 'style', 'hintText', 'textareaStyle', 'valueLink']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var rootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var textareaStyles = (0, _simpleAssign2.default)(styles.textarea, textareaStyle);\n var shadowStyles = (0, _simpleAssign2.default)({},

textareaStyles, styles.shadow, shadowStyle);\n var props = {};\n\n if (this.props.hasOwnProperty('valueLink')) {\n other.value = valueLink.value;\n props.valueLink = valueLink;\n }\n\n return _react2.default.createElement('div', {\n style: prepareStyles(rootStyles)\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onResize: this.handleResize\n }), _react2.default.createElement('textarea', (0, _extends3.default)({\n ref: 'shadow',\n style: prepareStyles(shadowStyles),\n tabIndex: '-1',\n rows: this.props.rows,\n defaultValue: this.props.defaultValue,\n readOnly: true,\n value: this.props.value\n }, props)), _react2.default.createElement('textarea', (0, _extends3.default)({}, other, {\n ref: 'input',\n rows: this.props.rows,\n style: prepareStyles(textareaStyles),\n onChange: this.handleChange\n \n }\n]);\n return EnhancedTextarea;\n}(_react.Component);\n\nEnhancedTextarea.defaultProps = {\n rows: 1\n};\nEnhancedTextarea.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nEnhancedTextarea.propTypes = process.env.NODE_ENV !== \"production\" ? {\n defaultValue: _propTypes2.default.any,\n disabled: _propTypes2.default.bool,\n hintText: _propTypes2.default.node,\n onChange: _propTypes2.default.func,\n onHeightChange: _propTypes2.default.func,\n rows: _propTypes2.default.number,\n rowsMax: _propTypes2.default.number,\n shadowStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n textareaStyle: _propTypes2.default.object,\n value: _propTypes2.default.string,\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = EnhancedTextarea;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nmodule.exports = _classCallCheck, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nfunction _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n Object.defineProperty(Constructor, \"prototype\", {\n writable: false\n });\n return Constructor;\n}\n\nmodule.exports = _createClass, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var _typeof = require(\"./typeof.js\")[\"default\"];\n\nvar assertThisInitialized = require(\"./assertThisInitialized.js\");\n\nfunction _possibleConstructorReturn(self, call) {\n if (call && (_typeof(call) === \"object\" || typeof call === \"function\")) {\n return call;\n } else if (call !== void 0) {\n throw new TypeError(\"Derived constructors may only return object or undefined\");\n }\n\n return assertThisInitialized(self);\n}\n\nmodule.exports = _possibleConstructorReturn, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}\n\nmodule.exports = _assertThisInitialized, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _getPrototypeOf(o) {\n module.exports = _getPrototypeOf = Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n return o.__proto__ || Object.getPrototypeOf(o);\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _getPrototypeOf(o);\n}\n\nmodule.exports = _getPrototypeOf, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var setPrototypeOf = require(\"./setPrototypeOf.js\");\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function\");\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n writable: true,\n configurable: true\n }\n });\n Object.defineProperty(subClass, \"prototype\", {\n writable: false\n });\n if (superClass)

setPrototypeOf(subClass, superClass);\n}\n\nmodule.exports = _inherits, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _setPrototypeOf(o, p) {\n module.exports = _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n   o.__proto__ = p;\n   return o;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _setPrototypeOf(o, p);\n}\n\nmodule.exports = _setPrototypeOf, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var objectWithoutPropertiesLoose = require(\"./objectWithoutPropertiesLoose.js\");\n\nfunction _objectWithoutProperties(source, excluded) {\n if (source == null) return {};\n var target = objectWithoutPropertiesLoose(source, excluded);\n var key, i;\n\n if (Object.getOwnPropertySymbols) {\n   var sourceSymbolKeys = Object.getOwnPropertySymbols(source);\n\n   for (i = 0; i < sourceSymbolKeys.length; i++) {\n   key = sourceSymbolKeys[i];\n   if (excluded.indexOf(key) >= 0) continue;\n   if (!Object.prototype.propertyIsEnumerable.call(source, key)) continue;\n   target[key] = source[key];\n   }\n }\n\n return target;\n}\n\nmodule.exports = _objectWithoutProperties, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n   key = sourceKeys[i];\n   if (excluded.indexOf(key) >= 0) continue;\n   target[key] = source[key];\n }\n\n return target;\n}\n\nmodule.exports = _objectWithoutPropertiesLoose, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _extends() {\n module.exports = _extends = Object.assign || function (target) {\n   for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n   }\n\n   return target;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _extends.apply(this, arguments);\n}\n\nmodule.exports = _extends, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","/**\n * Copyright (c) 2014-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\n/**\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep the\n * same logic and follow the same code paths.\n */\n\nvar __DEV__ = process.env.NODE_ENV !== 'production';\n\nvar warning = function warning() {};\n\nif (__DEV__) {\n var printWarning = function printWarning(format, args) {\n   var len = arguments.length;\n   args = new Array(len > 1 ? len - 1 : 0);\n\n   for (var key = 1; key < len; key++) {\n   args[key - 1] = arguments[key];\n   }\n\n   var argIndex = 0;\n   var message = 'Warning: ' + format.replace(/%s/g, function () {\n   return args[argIndex++];\n   });\n\n   if (typeof console !== 'undefined') {\n   console.error(message);\n   }\n\n   try {\n   // --- Welcome to debugging React ---\n   // This error was thrown as a convenience so that you can use this stack\n   // to find the callsite that caused this warning to fire.\n   throw new Error(message);\n   } catch (x) {}\n };\n\n warning = function warning(condition, format, args) {\n   var len = arguments.length;\n   args = new Array(len > 2 ? len - 2 : 0);\n\n   for (var key = 2; key < len; key++) {\n   args[key - 2] = arguments[key];\n   }\n\n   if (format === undefined) {\n   throw new Error('`warning(condition, format, ...args)` requires a warning ' + 'message argument');\n   }\n\n   if (!condition) {\n   printWarning.apply(null, [format].concat(args));\n   }\n };\n}\n\nmodule.exports = warning;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props) {\n var hintColor = props.muiTheme.textField.hintColor,\n   show = props.show;\n return {\n   root: {\n   position: 'absolute',\n   opacity: show ? 1 : 0,\n   color: hintColor,\n   transition:

_transitions2.default.easeOut(),\n bottom: 12\n }\n };\n}\n\nvar TextFieldHint = function TextFieldHint(props) {\n var prepareStyles = props.muiTheme.prepareStyles,\n style = props.style,\n text = props.text;\n var styles = getStyles(props);\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, text);\n};\n\nTextFieldHint.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * @ignore\n * The material-ui theme applied to this component.\n */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n * True if the hint text should be visible.\n */\n show: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The hint text displayed.\n */\n text: _propTypes2.default.node\n} : {};\nTextFieldHint.defaultProps = {\n show: true\n};\nexports.default = TextFieldHint;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props) {\n var defaultStyles = {\n position: 'absolute',\n lineHeight: '22px',\n top: 38,\n transition: _transitions2.default.easeOut(),\n zIndex: 1,\n // Needed to display label above Chrome's autocomplete field background\n transform: 'scale(1) translate(0, 0)',\n transformOrigin: 'left top',\n pointerEvents: 'auto',\n userSelect: 'none'\n };\n var shrinkStyles = props.shrink ? (0, _simpleAssign2.default)({\n transform: 'scale(0.75) translate(0, -28px)',\n pointerEvents: 'none'\n }, props.shrinkStyle) : null;\n return {\n root: (0, _simpleAssign2.default)(defaultStyles, props.style, shrinkStyles)\n };\n}\n\nvar TextFieldLabel = function TextFieldLabel(props) {\n var muiTheme = props.muiTheme,\n className = props.className,\n children = props.children,\n htmlFor = props.htmlFor,\n onClick = props.onClick;\n var prepareStyles = muiTheme.prepareStyles;\n var styles = getStyles(props);\n return _react2.default.createElement('label', {\n className: className,\n style: prepareStyles(styles.root),\n htmlFor: htmlFor,\n onClick: onClick\n }, children);\n};\n\nTextFieldLabel.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The label contents.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Disables the label if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The id of the target element that this label should refer to.\n */\n htmlFor: _propTypes2.default.string,\n\n /**\n * @ignore\n * The material-ui theme applied to this component.\n */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n * Callback function for when the label is selected via a click.\n *\n * @param {object} event Click event targeting the text field label.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * True if the floating label should shrink.\n */\n shrink: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element when shrunk.\n */\n shrinkStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nTextFieldLabel.defaultProps = {\n disabled: false,\n shrink: false\n};\nexports.default = TextFieldLabel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar propTypes = {\n /**\n * True if the parent `TextField` is disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent `TextField` is disabled.\n */\n disabledStyle: _propTypes2.default.object,\n\n /**\n * True if the parent `TextField` has an error.\n */\n error: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent

`TextField` has an error.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * True if the parent `TextField` is focused.\n */\n focus: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent `TextField` is focused.\n */\n focusStyle: _propTypes2.default.object,\n\n /**\n * @ignore\n * The material-ui theme applied to this component.\n */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n};\nvar defaultProps = {\n disabled: false,\n disabledStyle: {},\n error: false,\n errorStyle: {},\n focus: false,\n focusStyle: {},\n style: {}\n};\n\nvar TextFieldUnderline = function TextFieldUnderline(props) {\n var disabled = props.disabled,\n disabledStyle = props.disabledStyle,\n error = props.error,\n errorStyle = props.errorStyle,\n focus = props.focus,\n focusStyle = props.focusStyle,\n muiTheme = props.muiTheme,\n style = props.style;\n var errorStyleColor = errorStyle.color;\n var prepareStyles = muiTheme.prepareStyles,\n _muiTheme$textField = muiTheme.textField,\n borderColor = _muiTheme$textField.borderColor,\n disabledTextColor = _muiTheme$textField.disabledTextColor,\n errorColor = _muiTheme$textField.errorColor,\n focusColor = _muiTheme$textField.focusColor;\n var styles = {\n root: {\n borderTop: 'none',\n borderLeft: 'none',\n borderRight: 'none',\n borderBottomStyle: 'solid',\n borderBottomWidth: 1,\n borderColor: borderColor,\n bottom: 8,\n boxSizing: 'content-box',\n margin: 0,\n position: 'absolute',\n width: '100%'\n },\n disabled: {\n borderBottomStyle: 'dotted',\n borderBottomWidth: 2,\n borderColor: disabledTextColor\n },\n focus: {\n borderBottomStyle: 'solid',\n borderBottomWidth: 2,\n borderColor: focusColor,\n transform: 'scaleX(0)',\n transition: _transitions2.default.easeOut()\n },\n error: {\n borderColor: errorStyleColor ? errorStyleColor : errorColor,\n transform: 'scaleX(1)'\n }\n };\n var underline = (0, _simpleAssign2.default)({}, styles.root, style);\n var focusedUnderline = (0, _simpleAssign2.default)({}, underline, styles.focus, focusStyle);\n if (disabled) underline = (0, _simpleAssign2.default)({}, underline, styles.disabled, disabledStyle);\n if (focus) focusedUnderline = (0, _simpleAssign2.default)({}, focusedUnderline,\n {\n transform: 'scaleX(1)'\n });\n if (error) focusedUnderline = (0, _simpleAssign2.default)({}, focusedUnderline, styles.error);\n return _react2.default.createElement('div', null, _react2.default.createElement('hr', {\n 'aria-hidden': 'true',\n style: prepareStyles(underline)\n }), _react2.default.createElement('hr', {\n 'aria-hidden': 'true',\n style: prepareStyles(focusedUnderline)\n }));\n};\n\nTextFieldUnderline.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nTextFieldUnderline.defaultProps = defaultProps;\nexports.default = TextFieldUnderline;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar Subheader = function Subheader(props, context) {\n var children = props.children,\n inset = props.inset,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['children', 'inset', 'style']);\n var _context$muiTheme = context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n subheader = _context$muiTheme.subheader;\n var styles = {\n root: {\n boxSizing: 'border-box',\n color: subheader.color,\n fontSize: 14,\n fontWeight: subheader.fontWeight,\n lineHeight: '48px',\n paddingLeft: inset ? 72\n : 16,\n width: '100%'\n }\n };\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), children);\n};\n\nSubheader.muiName = 'Subheader';\n\nSubheader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Node that will be placed inside the `Subheader`.\n */\n children: _propTypes2.default.node,\n\n /**\n * If true, the `Subheader` will be indented.\n */\n inset: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root

element.\n */\n style: _propTypes2.default.object\n} : {};\nSubheader.defaultProps = {\n inset: false\n};\nSubheader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = Subheader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.HotKeyHolder = undefined;\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar HotKeyHolder = exports.HotKeyHolder = function () {\n function HotKeyHolder() {\n var _this = this;\n\n (0, _classCallCheck3.default)(this, HotKeyHolder);\n\n this.clear = function () {\n _this.timerId = null;\n _this.lastKeys = null;\n };\n }\n\n (0, _createClass3.default)(HotKeyHolder, [{\n key: 'append',\n value: function append(key) {\n clearTimeout(this.timerId);\n this.timerId = setTimeout(this.clear, 500);\n return this.lastKeys = (this.lastKeys || '') + key;\n }\n }]);\n return HotKeyHolder;\n}();","/**\n * lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright jQuery Foundation and other contributors <https://jquery.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the `TypeError` message for \"Functions\" methods. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n/** Used as references for various `Number` constants. */\n\nvar NAN = 0 / 0;\n/** `Object#toString` result references. */\n\nvar symbolTag = '[object Symbol]';\n/** Used to match leading and trailing whitespace. */\n\nvar reTrim = /^\\s+|\\s+$/g;\n/** Used to detect bad signed hexadecimal string values. */\n\nvar reIsBadHex = /^[-+]0x[0-9a-f]+$/i;\n/** Used to detect binary string values. */\n\nvar reIsBinary = /^0b[01]+$/i;\n/** Used to detect octal string values. */\n\nvar reIsOctal = /^0o[0-7]+$/i;\n/** Built-in method references without a dependency on `root`. */\n\nvar freeParseInt = parseInt;\n/** Detect free variable `global` from Node.js. */\n\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n/** Detect free variable `self`. */\n\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n/** Used as a reference to the global object. */\n\nvar root = freeGlobal || freeSelf || Function('return this')();\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar objectToString = objectProto.toString;\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeMax = Math.max,\n nativeMin = Math.min;\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n * @example\n *\n * _.defer(function(stamp) {\n * console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the number of milliseconds it took for the deferred invocation.\n */\n\nvar now = function now() {\n return root.Date.now();\n};\n/**\n * Creates a debounced function that delays invoking `func` until after `wait`\n * milliseconds have elapsed since the last time the debounced function was\n * invoked. The debounced function comes with a `cancel` method to cancel\n * delayed `func` invocations and a `flush` method to immediately invoke them.\n * Provide `options` to indicate whether `func` should be invoked on the\n * leading and/or trailing edge of the `wait` timeout. The `func` is invoked\n * with the last arguments provided to the debounced function. Subsequent\n * calls to the debounced function return the result of the last `func`\n * invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the debounced function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.debounce` and `_.throttle`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to debounce.\n * @param {number} [wait=0] The number of milliseconds to delay.\n

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* @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=false]\n *  Specify invoking on the leading edge of the timeout.\n * @param {number} [options.maxWait]\n *  The maximum time `func` is allowed to be delayed before it's invoked.\n * @param {boolean} [options.trailing=true]\n *  Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new debounced function.\n * @example\n *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize', _.debounce(calculateLayout, 150));\n *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n * jQuery(element).on('click', _.debounce(sendMail, 300, {\n *   'leading': true,\n *   'trailing': false\n * }));\n *\n * // Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var debounced = _.debounce(batchLog, 250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n * jQuery(source).on('message', debounced);\n *\n * // Cancel the trailing debounced invocation.\n * jQuery(window).on('popstate', debounced.cancel);\n */\n\n\nfunction debounce(func, wait, options) {\n  var lastArgs,\n      lastThis,\n      maxWait,\n      result,\n      timerId,\n      lastCallTime,\n      lastInvokeTime = 0,\n      leading = false,\n      maxing = false,\n      trailing = true;\n\n  if (typeof func != 'function') {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n\n  wait = toNumber(wait) || 0;\n\n  if (isObject(options)) {\n    leading = !!options.leading;\n    maxing = 'maxWait' in options;\n    maxWait = maxing ? nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n    trailing = 'trailing' in options ? !!options.trailing : trailing;\n  }\n\n  function invokeFunc(time) {\n    var args = lastArgs,\n        thisArg = lastThis;\n    lastArgs = lastThis = undefined;\n    lastInvokeTime = time;\n    result = func.apply(thisArg, args);\n    return result;\n  }\n\n  function leadingEdge(time) {\n    // Reset any `maxWait` timer.\n    lastInvokeTime = time; // Start the timer for the trailing edge.\n\n    timerId = setTimeout(timerExpired, wait); // Invoke the leading edge.\n\n    return leading ? invokeFunc(time) : result;\n  }\n\n  function remainingWait(time) {\n    var timeSinceLastCall = time - lastCallTime,\n
      timeSinceLastInvoke = time - lastInvokeTime,\n        result = wait - timeSinceLastCall;\n    return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n  }\n\n  function shouldInvoke(time) {\n    var timeSinceLastCall = time - lastCallTime,\n        timeSinceLastInvoke = time - lastInvokeTime; // Either this is the first call, activity has stopped and we're at the\n    // trailing edge, the system time has gone backwards and we're treating\n    // it as the trailing edge, or we've hit the `maxWait` limit.\n\n    return lastCallTime === undefined || timeSinceLastCall >= wait || timeSinceLastCall < 0 || maxing && timeSinceLastInvoke >= maxWait;\n  }\n\n  function timerExpired() {\n    var time = now();\n\n    if (shouldInvoke(time)) {\n      return trailingEdge(time);\n    } // Restart the timer.\n\n\n    timerId = setTimeout(timerExpired, remainingWait(time));\n  }\n\n  function trailingEdge(time) {\n    timerId = undefined; // Only invoke if we have `lastArgs` which means `func` has been\n    // debounced at least once.\n\n    if (trailing && lastArgs) {\n      return invokeFunc(time);\n    }\n\n    lastArgs = lastThis = undefined;\n    return result;\n  }\n\n  function cancel() {\n    if (timerId !== undefined) {\n      clearTimeout(timerId);\n    }\n\n    lastInvokeTime = 0;\n    lastArgs = lastCallTime = lastThis = timerId = undefined;\n  }\n\n  function flush() {\n    return timerId === undefined ? result : trailingEdge(now());\n  }\n\n  function debounced() {\n    var time = now(),\n        isInvoking = shouldInvoke(time);\n    lastArgs = arguments;\n    lastThis = this;\n    lastCallTime = time;\n\n    if (isInvoking) {\n      if (timerId === undefined) {\n        return leadingEdge(lastCallTime);\n      }\n\n      if (maxing) {\n        // Handle invocations in a tight loop.\n        timerId = setTimeout(timerExpired, wait);\n        return invokeFunc(lastCallTime);\n      }\n    }\n\n    if (timerId === undefined) {\n      timerId = setTimeout(timerExpired, wait);\n    }\n\n    return result;\n  }\n\n  debounced.cancel = cancel;\n  debounced.flush = flush;\n  return debounced;\n}\n/**\n * Creates a throttled function that only invokes `func` at most once per\n * every `wait` milliseconds. The throttled function comes with a `cancel`\n * method to cancel delayed `func` invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate whether `func`\n * should be invoked on the leading and/or trailing edge of the `wait`\n * timeout. The `func` is invoked with the last arguments provided to the\n * throttled function. Subsequent calls to the throttled function return the\n * result of the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the throttled function\n * is invoked more than once during the `wait` timeout.\n
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*\n * If `wait` is `0` and `leading` is `false`, `func` invocation
is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.throttle` and `_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to throttle.\n * @param {number} [wait=0] The number of milliseconds to throttle invocations to.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=true]\n * Specify invoking on the leading edge of the timeout.\n * @param {boolean} [options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new throttled function.\n * @example\n *\n * // Avoid excessively updating the position while scrolling.\n * jQuery(window).on('scroll', _.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is
fired, but not more than once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false });\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n * jQuery(window).on('popstate', throttled.cancel);\n */\n\n\nfunction throttle(func, wait, options) {\n var leading = true,\n   trailing = true;\n\n if (typeof func != 'function') {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n\n if (isObject(options)) {\n   leading = 'leading' in options ? !!options.leading : leading;\n   trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n\n return debounce(func, wait, {\n   'leading': leading,\n   'maxWait': wait,\n   'trailing': trailing\n });\n}\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\n\n\nfunction isObject(value) {\n var type = typeof value;\n return !!value && (type == 'object' || type == 'function');\n}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n
*/\n\n\nfunction isObjectLike(value) {\n return !!value && typeof value == 'object';\n}\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\n\n\nfunction isSymbol(value) {\n return typeof value == 'symbol' || isObjectLike(value) && objectToString.call(value) == symbolTag;\n}\n/**\n * Converts `value` to a number.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to process.\n * @returns {number} Returns the number.\n * @example\n *\n * _.toNumber(3.2);\n * // => 3.2\n *\n * _.toNumber(Number.MIN_VALUE);\n * // => 5e-324\n *\n * _.toNumber(Infinity);\n * // => Infinity\n *\n * _.toNumber('3.2');\n * // => 3.2\n */\n\n\nfunction
toNumber(value) {\n if (typeof value == 'number') {\n   return value;\n }\n\n if (isSymbol(value)) {\n   return NAN;\n }\n\n if (isObject(value)) {\n   var other = typeof value.valueOf == 'function' ? value.valueOf() : value;\n   value = isObject(other) ? other + '' : other;\n }\n\n if (typeof value != 'string') {\n   return value === 0 ? value : +value;\n }\n\n value = value.replace(reTrim, '');\n var isBinary = reIsBinary.test(value);\n return isBinary || reIsOctal.test(value) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : reIsBadHex.test(value) ? NAN : +value;\n}\n\n\nmodule.exports = throttle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar
_propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Paper = require('../Paper');\n\nvar
_Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var targetOrigin =
props.targetOrigin;\n  var open = state.open;\n  var muiTheme = context.muiTheme;\n  var horizontal =
targetOrigin.horizontal.replace('middle', 'vertical');\n  return {\n    root: {\n      position: 'fixed',\n      zIndex:
muiTheme.zIndex.popover,\n      opacity: open ? 1 : 0,\n      transform: open ? 'scale(1, 1)' : 'scale(0, 0)',\n
transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('250ms',
['transform', 'opacity']),\n      maxHeight: '100%'\n    },\n    horizontal: {\n      maxHeight: '100%',\n      overflowY:
'auto',\n      transform: open ? 'scaleX(1)' : 'scaleX(0)',\n      opacity: open ? 1 : 0,\n      transformOrigin: horizontal + '
' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('250ms',
['transform', 'opacity'])\n    },\n    vertical: {\n      opacity: open ? 1 : 0,\n      transform: open ? 'scaleY(1)' :
'scaleY(0)',\n      transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition:
_transitions2.default.easeOut('500ms', ['transform', 'opacity'])\n    }\n  };\n}\n\nvar PopoverAnimationDefault =
function (_Component) {\n  (0, _inherits3.default)(PopoverAnimationDefault, _Component);\n\n  function
PopoverAnimationDefault() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
PopoverAnimationDefault);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len;
_key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationDefault.__proto__ || (0,
_getPrototypeOf2.default)(PopoverAnimationDefault)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
      open: false\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(PopoverAnimationDefault, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      this.setState({\n        open: true\n      }); // eslint-disable-line react/no-did-mount-set-
state\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      this.setState({\n        open: nextProps.open\n      });\n    }\n  }, {\n
key: 'render',\n    value: function render() {\n      var _props = this.props,\n          className = _props.className,\n
      style = _props.style,\n          zDepth = _props.zDepth;\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      return
_react2.default.createElement(_Paper2.default, {\n        style: (0, _simpleAssign2.default)(styles.root, style),\n
zDepth: zDepth,\n
        className: className\n      }, _react2.default.createElement('div', {\n        style:
prepareStyles(styles.horizontal)\n      }, _react2.default.createElement('div', {\n        style:
prepareStyles(styles.vertical)\n      }, this.props.children)));\n    }\n  }]);\n  return
PopoverAnimationDefault;\n}(_react.Component);\n\nPopoverAnimationDefault.defaultProps = {\n  style: {},\n
zDepth: 1\n};\nPopoverAnimationDefault.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nPopoverAnimationDefault.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  children: _propTypes2.default.node,\n\n  /**\n   * The css class name of the root element.\n
*/\n  className: _propTypes2.default.string,\n  open: _propTypes2.default.bool.isRequired,\n\n  /**\n   * Override
the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  targetOrigin:
_propTypes4.default.origin.isRequired,\n  zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default
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= PopoverAnimationDefault;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationCheck = function NavigationCheck(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M9 16.17L4.83 12l-1.42 1.41L9 19 21 7l-1.41-1.41z'\n }));\n};\n\nNavigationCheck = (0, _pure2.default)(NavigationCheck);\nNavigationCheck.displayName = 'NavigationCheck';\nNavigationCheck.muiName = 'SvgIcon';\nexports.default = NavigationCheck;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationExpandLess = function NavigationExpandLess(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M12 8l-6 6 1.41 1.41L12 10.83l4.59 4.58L18 14z'\n }));\n};\n\nNavigationExpandLess = (0, _pure2.default)(NavigationExpandLess);\nNavigationExpandLess.displayName = 'NavigationExpandLess';\nNavigationExpandLess.muiName = 'SvgIcon';\nexports.default = NavigationExpandLess;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationExpandMore = function NavigationExpandMore(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M16.59 8.59L12 13.17 7.41 8.59 6 10l6 6 6-6z'\n }));\n};\n\nNavigationExpandMore = (0, _pure2.default)(NavigationExpandMore);\nNavigationExpandMore.displayName = 'NavigationExpandMore';\nNavigationExpandMore.muiName = 'SvgIcon';\nexports.default = NavigationExpandMore;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _List = require('./List');\n\nvar _List2 = _interopRequireDefault(_List);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NestedList = function NestedList(props) {\n var children = props.children,\n   open = props.open,\n   nestedLevel = props.nestedLevel,\n   style = props.style;\n\n if (!open) {\n   return null;\n }\n\n return _react2.default.createElement(_List2.default, {\n   style: style\n }, _react.Children.map(children, function (child) {\n   return (0, _react.isValidElement)(child) ? (0, _react.cloneElement)(child, {\n   nestedLevel: nestedLevel + 1\n   }) : child;\n }));\n};\n\nNestedList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n nestedLevel: _propTypes2.default.number.isRequired,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = NestedList;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =

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require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar Divider = function Divider(props, context) {\n  var inset = props.inset,\n      style = props.style,\n      other = (0, _objectWithoutProperties3.default)(props, ['inset', 'style']);\n  var _context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      prepareStyles = _context$muiTheme.prepareStyles;\n  var styles = {\n    root: {\n      margin: 0,\n      marginTop: -1,\n      marginLeft: inset ? 72 : 0,\n      height: 1,\n      border: 'none',\n      backgroundColor: baseTheme.palette.borderColor\n    }\n  };\n  return _react2.default.createElement('hr', (0, _extends3.default)({}, other, {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n  }));\n};\n\nDivider.muiName = 'Divider';\nDivider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * If true, the `Divider` will be indented.\n   */\n  inset: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\nDivider.defaultProps = {\n  inset: false\n};\nDivider.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = Divider;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var backgroundColor = props.backgroundColor,\n      color = props.color,\n      size = props.size;\n  var avatar = context.muiTheme.avatar;\n  var styles = {\n    root: {\n      color: color || avatar.color,\n      backgroundColor: backgroundColor || avatar.backgroundColor,\n      userSelect: 'none',\n      display: 'inline-flex',\n      alignItems: 'center',\n      justifyContent: 'center',\n      fontSize: size / 2,\n      borderRadius: '50%',\n      height: size,\n      width: size\n    },\n    icon: {\n      color: color || avatar.color,\n      width: size * 0.6,\n      height: size * 0.6,\n      fontSize: size * 0.6,\n      margin: size * 0.2\n    }\n  };\n  return styles;\n}\n\nvar Avatar = function (_Component) {\n  (0, _inherits3.default)(Avatar, _Component);\n\n  function Avatar() {\n    (0, _classCallCheck3.default)(this, Avatar);\n    return (0, _possibleConstructorReturn3.default)(this, (Avatar.__proto__ || (0, _getPrototypeOf2.default)(Avatar)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(Avatar, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          backgroundColor = _props.backgroundColor,\n          icon = _props.icon,\n          src = _props.src,\n          style = _props.style,\n          className = _props.className,\n          other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'icon', 'src', 'style', 'className']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n\n      if (src) {\n        return _react2.default.createElement('img', (0, _extends3.default)({\n          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n        }, other, {\n          src: src,\n          className: className\n        }));\n      } else {\n        return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n          style:
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prepareStyles((0, _simpleAssign2.default)(styles.root, style)),\n className: className\n }), icon &&
_react2.default.cloneElement(icon, {\n color: styles.icon.color,\n style: (0,
_simpleAssign2.default)(styles.icon, icon.props.style)\n }), this.props.children);\n }\n }\n]);\n return
Avatar;\n}(_react.Component);\n\nAvatar.muiName = 'Avatar';\nAvatar.defaultProps = {\n
 size: 40\n};\nAvatar.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nAvatar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n * The backgroundColor of the avatar. Does not apply to image avatars.\n */\n backgroundColor:
_propTypes2.default.string,\n\n /**\n * Can be used, for instance, to render a letter inside the avatar.\n */\n
children: _propTypes2.default.node,\n\n /**\n * The css class name of the root `div` or `img` element.\n */\n
className: _propTypes2.default.string,\n\n /**\n * The icon or letter's color.\n */\n color:
_propTypes2.default.string,\n\n /**\n * This is the SvgIcon or FontIcon to be used inside the avatar.\n */\n icon:
_propTypes2.default.element,\n\n /**\n * This is the size of the avatar in pixels.\n */\n size:
_propTypes2.default.number,\n\n /**\n * If passed in, this component will render an img element. Otherwise, a
div will be rendered.\n */\n src: _propTypes2.default.string,\n\n
 /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} :
{};\nexports.default = Avatar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
 _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
primary = props.primary,\n secondary = props.secondary;\n var badge = context.muiTheme.badge;\n var
badgeBackgroundColor = void 0;\n var badgeTextColor = void 0;\n\n if (primary) {\n badgeBackgroundColor =
badge.primaryColor;\n badgeTextColor = badge.primaryTextColor;\n } else
 if (secondary) {\n badgeBackgroundColor = badge.secondaryColor;\n badgeTextColor =
badge.secondaryTextColor;\n } else {\n badgeBackgroundColor = badge.color;\n badgeTextColor =
badge.textColor;\n }\n\n var radius = 12;\n var radius2x = Math.floor(2 * radius);\n return {\n root: {\n
position: 'relative',\n display: 'inline-block',\n padding: radius2x + 'px ' + radius2x + 'px ' + radius + 'px ' +
radius + 'px'\n },\n badge: {\n display: 'flex',\n flexDirection: 'row',\n flexWrap: 'wrap',\n
justifyContent: 'center',\n alignContent: 'center',\n alignItems: 'center',\n position: 'absolute',\n top: 0,\n
 right: 0,\n fontWeight: badge.fontWeight,\n fontSize: radius,\n width: radius2x,\n height: radius2x,\n
borderRadius: '50%',\n backgroundColor: badgeBackgroundColor,\n color: badgeTextColor\n }\n
};\n}\n\nvar Badge = function (_Component) {\n (0, _inherits3.default)(Badge,
 _Component);\n\n function Badge() {\n (0, _classCallCheck3.default)(this, Badge);\n return (0,
_possibleConstructorReturn3.default)(this, (Badge.__proto__ || (0, _getPrototypeOf2.default)(Badge)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(Badge, [{\n key: 'render',\n value: function render() {\n var
_props = this.props,\n badgeContent = _props.badgeContent,\n badgeStyle = _props.badgeStyle,\n
children = _props.children,\n primary = _props.primary,\n secondary = _props.secondary,\n style =

_props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['badgeContent', 'badgeStyle', 'children', 'primary', 'secondary', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({},
styles.root, style))\n }), children, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.badge, badgeStyle))\n }, badgeContent));\n }\n]);\n return Badge;\n}(_react.Component);\n\nBadge.defaultProps = {\n primary: false,\n secondary: false\n};\nBadge.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nBadge.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the content rendered within the badge.\n */\n badgeContent: _propTypes2.default.node.isRequired,\n\n /**\n * Override the inline-styles of the badge element.\n */\n badgeStyle: _propTypes2.default.object,\n\n /**\n * The badge will be added relativelty to this node.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * If true, the badge will use the primary badge colors.\n */\n primary: _propTypes2.default.bool,\n\n /**\n * If true, the badge will use the secondary badge colors.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Badge;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var bottomNavigation = context.muiTheme.bottomNavigation;\n var styles = {\n root: {\n position: 'relative',\n width: '100%',\n display: 'flex',\n justifyContent: 'center',\n backgroundColor: bottomNavigation.backgroundColor,\n height: bottomNavigation.height\n },\n item: {\n flex: '1'\n }\n };\n return styles;\n}\n\nvar BottomNavigation = function BottomNavigation(props, context) {\n var children = props.children,\n style = props.style,\n selectedIndex = props.selectedIndex,\n other = (0, _objectWithoutProperties3.default)(props, ['children', 'style', 'selectedIndex']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n\n var preparedChildren = _react.Children.map(children, function (child, index) {\n if (!child) {\n return null;\n }\n\n return (0, _react.cloneElement)(child, {\n style: (0, _simpleAssign2.default)({}, styles.item, child.props.style),\n selected: index === selectedIndex\n });\n });\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }), preparedChildren);\n};\n\nBottomNavigation.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The `BottomNavigationItem`s to populate the element with.\n */\n children: _propTypes2.default.node,\n\n /**\n * The index of the currently selected navigation item.\n */\n selectedIndex: _propTypes2.default.number,\n\n /**\n * @ignore\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nBottomNavigation.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = BottomNavigation;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =

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_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
 _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _CardExpandable = require('./CardExpandable');\n\nvar _CardExpandable2
= _interopRequireDefault(_CardExpandable);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar Card = function (_Component) {\n  (0,
_inherits3.default)(Card, _Component);\n\n  function Card() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, Card);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key <
_len; _key++) {\n      args[_key] = arguments[_key];\n
    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Card.__proto__ || (0,
_getPrototypeOf2.default)(Card)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      expanded: null\n
}, _this.handleExpanding = function (event) {\n      event.preventDefault();\n      var newExpandedState =
!_this.state.expanded; // no automatic state update when the component is controlled\n\n      if (_this.props.expanded
=== null) {\n        _this.setState({\n          expanded: newExpandedState\n        });\n      }\n\n      if
(_this.props.onExpandChange) {\n        _this.props.onExpandChange(newExpandedState);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Card, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        expanded:
this.props.expanded === null ? this.props.initiallyExpanded === true :
 this.props.expanded\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      // update the state when the component is controlled.\n      if
(nextProps.expanded !== null) this.setState({\n        expanded: nextProps.expanded\n      });\n    }\n  }, {\n    key:
'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          style =
_props.style,\n          containerStyle = _props.containerStyle,\n          children = _props.children,\n          expandable
= _props.expandable,\n          expandedProp = _props.expanded,\n          initiallyExpanded =
_props.initiallyExpanded,\n          onExpandChange = _props.onExpandChange,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['style', 'containerStyle', 'children', 'expandable', 'expanded',
'initiallyExpanded', 'onExpandChange']);\n      var lastElement = void 0;\n      var expanded =
this.state.expanded;\n\n
      var newChildren = _react2.default.Children.map(children, function (currentChild) {\n        var doClone = false;\n
      var newChild = undefined;\n        var newProps = {};\n        var element = currentChild;\n\n        if
(!currentChild || !currentChild.props) {\n          return null;\n        }\n\n        if (expanded === false &&
currentChild.props.expandable === true) return;\n\n        if (currentChild.props.actAsExpander === true) {\n
doClone = true;\n          newProps.onClick = _this2.handleExpanding;\n          newProps.style = (0,
_simpleAssign2.default)({\n            cursor: 'pointer'\n          }, currentChild.props.style);\n        }\n\n        if
(currentChild.props.showExpandableButton === true) {\n          doClone = true;\n          newChild =
_react2.default.createElement(_CardExpandable2.default, {\n            closeIcon: currentChild.props.closeIcon,\n
  expanded: expanded,\n            onExpanding: _this2.handleExpanding,\n
        openIcon: currentChild.props.openIcon,\n            iconStyle: currentChild.props.iconStyle\n          });\n
}\n\n        if (doClone) {\n          element = _react2.default.cloneElement(currentChild, newProps,
currentChild.props.children, newChild);\n        }\n\n        lastElement = element;\n        return element;\n      }, this);
// If the last element is text or a title we should add\n      // 8px padding to the bottom of the card\n\n\n      var
addBottomPadding = lastElement && (lastElement.type.muiName === 'CardText' || lastElement.type.muiName
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=== 'CardTitle');\n var mergedStyles = (0, _simpleAssign2.default)({\n zIndex: 1\n }, style);\n var containerMergedStyles = (0, _simpleAssign2.default)({\n paddingBottom: addBottomPadding ? 8 : 0\n }, containerStyle);\n return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {\n style: mergedStyles\n }), _react2.default.createElement('div',
{\n style: containerMergedStyles\n }, newChildren));\n }\n }]);\n return Card;\n}(_react.Component);\n\nCard.defaultProps = {\n expandable: false,\n expanded: null,\n initiallyExpanded: false\n};\nCard.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be used to render elements inside the Card.\n */\n children: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the container element.\n */\n containerStyle: _propTypes2.default.object,\n\n /**\n * If true, this card component is expandable. Can be set on any child of the `Card` component.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * Whether this card is expanded.\n * If `true` or `false` the component is controlled.\n * if `null` the component is uncontrolled.\n */\n expanded: _propTypes2.default.bool,\n\n /**\n * Whether this card is initially expanded.\n */\n initiallyExpanded: _propTypes2.default.bool,\n\n /**\n * Callback function
fired when the `expandable` state of the card has changed.\n *\n * @param {boolean} newExpandedState Represents the new `expanded` state of the card.\n */\n onExpandChange: _propTypes2.default.func,\n\n /**\n * If true, this card component will include a button to expand the card. `CardTitle`,\n * `CardHeader` and `CardActions` implement `showExpandableButton`. Any child component\n * of `Card` can implements `showExpandableButton` or forwards the property to a child\n * component supporting it.\n */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Card;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar HardwareKeyboardArrowUp = function HardwareKeyboardArrowUp(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z'\n }));\n};\n\nHardwareKeyboardArrowUp = (0, _pure2.default)(HardwareKeyboardArrowUp);\nHardwareKeyboardArrowUp.displayName = 'HardwareKeyboardArrowUp';\nHardwareKeyboardArrowUp.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowUp;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar HardwareKeyboardArrowDown = function HardwareKeyboardArrowDown(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M7.41 7.84L12 12.42l4.59-4.58L18 9.25l-6 6-6-6z'\n }));\n};\n\nHardwareKeyboardArrowDown = (0, _pure2.default)(HardwareKeyboardArrowDown);\nHardwareKeyboardArrowDown.displayName = 'HardwareKeyboardArrowDown';\nHardwareKeyboardArrowDown.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowDown;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2
 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedSwitch = require('../internal/EnhancedSwitch');\n\nvar
_EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar
_checkBoxOutlineBlank = require('../svg-icons/toggle/check-box-outline-blank');\n\nvar _checkBoxOutlineBlank2
= _interopRequireDefault(_checkBoxOutlineBlank);\n\nvar _checkBox = require('../svg-icons/toggle/check-
box');\n\nvar _checkBox2 = _interopRequireDefault(_checkBox);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var
checkbox = context.muiTheme.checkbox;\n  var checkboxSize = 24;\n  return {\n    icon: {\n      height:
checkboxSize,\n      width: checkboxSize\n    },\n    check: {\n      position: 'absolute',\n      opacity: 0,\n
transform: 'scale(0)',\n      transitionOrigin: '50%
 50%',\n      transition: _transitions2.default.easeOut('450ms', 'opacity', '0ms') + ', ' +
_transitions2.default.easeOut('0ms', 'transform', '450ms'),\n      fill: checkbox.checkedColor\n    },\n
checkWhenSwitched: {\n      opacity: 1,\n      transform: 'scale(1)',\n      transition:
_transitions2.default.easeOut('0ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('800ms', 'transform',
'0ms')\n    },\n    checkWhenDisabled: {\n      fill: checkbox.disabledColor\n    },\n    box: {\n      position:
'absolute',\n      opacity: 1,\n      fill: checkbox.boxColor,\n      transition: _transitions2.default.easeOut('1000ms',
'opacity', '200ms')\n    },\n    boxWhenSwitched: {\n      opacity: 0,\n      transition:
_transitions2.default.easeOut('650ms', 'opacity', '150ms'),\n      fill: checkbox.checkedColor\n    },\n
boxWhenDisabled: {\n      fill: props.checked ? 'transparent' : checkbox.disabledColor\n    },\n    label: {\n      color:
props.disabled ? checkbox.labelDisabledColor
 : checkbox.labelColor\n    }\n  };\n}\n\nvar Checkbox = function (_Component) {\n  (0,
_inherits3.default)(Checkbox, _Component);\n\n  function Checkbox() {\n    var _ref;\n\n    var _temp, _this,
_ret;\n\n    (0, _classCallCheck3.default)(this, Checkbox);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Checkbox.__proto__ || (0,
_getPrototypeOf2.default)(Checkbox)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      switched:
false\n    }, _this.handleStateChange = function (newSwitched) {\n      _this.setState({\n        switched:
newSwitched\n      });\n    }, _this.handleCheck = function (event, isInputChecked) {\n      if (_this.props.onCheck)
{\n        _this.props.onCheck(event, isInputChecked);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n
  }\n\n  (0, _createClass3.default)(Checkbox, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      var _props = this.props,\n          checked = _props.checked,\n          defaultChecked =
_props.defaultChecked,\n          valueLink = _props.valueLink;\n\n      if (checked || defaultChecked || valueLink &&
valueLink.value) {\n        this.setState({\n          switched: true\n        });\n      }\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(this.props.checked !== nextProps.checked) {\n        this.setState({\n          switched: nextProps.checked\n        });\n
  }\n    }\n  }, {\n    key: 'isChecked',\n    value: function isChecked() {\n      return
this.refs.enhancedSwitch.isSwitched();\n    }\n  }, {\n    key: 'setChecked',\n    value: function
setChecked(newCheckedValue) {\n      this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n    }\n  }, {\n
key: 'render',\n
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value: function render() {\n var _props2 = this.props,\n iconStyle = _props2.iconStyle,\n onCheck = _props2.onCheck,\n checkedIcon = _props2.checkedIcon,\n uncheckedIcon = _props2.uncheckedIcon,\n other = (0, _objectWithoutProperties3.default)(_props2, ['iconStyle', 'onCheck', 'checkedIcon', 'uncheckedIcon']);\n var styles = getStyles(this.props, this.context);\n var boxStyles = (0, _simpleAssign2.default)(styles.box, this.state.switched && styles.boxWhenSwitched, iconStyle, this.props.disabled && styles.boxWhenDisabled);\n var checkStyles = (0, _simpleAssign2.default)(styles.check, this.state.switched && styles.checkWhenSwitched, iconStyle, this.props.disabled && styles.checkWhenDisabled);\n var checkedElement = checkedIcon ? _react2.default.cloneElement(checkedIcon, {\n style: (0, _simpleAssign2.default)(checkStyles, checkedIcon.props.style)\n }) : _react2.default.createElement(_checkBox2.default,\n {\n style: checkStyles\n });\n var unCheckedElement = uncheckedIcon ? _react2.default.cloneElement(uncheckedIcon, {\n style: (0, _simpleAssign2.default)(boxStyles, uncheckedIcon.props.style)\n }) : _react2.default.createElement(_checkBoxOutlineBlank2.default, {\n style: boxStyles\n });\n\n var checkboxElement = _react2.default.createElement('div', null, unCheckedElement, checkedElement);\n\n var rippleColor = this.state.switched ? checkStyles.fill : boxStyles.fill;\n var mergedIconStyle = (0, _simpleAssign2.default)(styles.icon, iconStyle);\n var labelStyle = (0, _simpleAssign2.default)(styles.label, this.props.labelStyle);\n var enhancedSwitchProps = {\n ref: 'enhancedSwitch',\n inputType: 'checkbox',\n switched: this.state.switched,\n switchElement: checkboxElement,\n rippleColor: rippleColor,\n iconStyle: mergedIconStyle,\n onSwitch: this.handleCheck,\n labelStyle: labelStyle,\n onParentShouldUpdate: this.handleStateChange,\n labelPosition: this.props.labelPosition\n };\n return _react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({}, other, enhancedSwitchProps));\n }\n }]);\n return Checkbox;\n}(_react.Component);\n\nCheckbox.defaultProps = {\n labelPosition: 'right',\n disabled: false\n};\nCheckbox.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCheckbox.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Checkbox is checked if true.\n */\n checked: _propTypes2.default.bool,\n\n /**\n * The SvgIcon to use for the checked state.\n * This is useful to create icon toggles.\n */\n checkedIcon: _propTypes2.default.element,\n\n /**\n * The default state of our checkbox component.\n * **Warning:** This cannot be used in conjunction with `checked`.\n * Decide between using a controlled or uncontrolled input element and remove one of these props.\n * More info: https://fb.me/react-controlled-components\n */\n defaultChecked: _propTypes2.default.bool,\n\n /**\n * Disabled if true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Overrides the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Overrides the inline-styles of the input element.\n */\n inputStyle: _propTypes2.default.object,\n\n /**\n * Where the label will be placed next to the checkbox.\n */\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * Overrides the inline-styles of the Checkbox element label.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Callback function that is fired when the checkbox is checked.\n *\n * @param {object} event `change` event targeting the underlying checkbox `input`.\n * @param {boolean} isInputChecked The `checked` value of the underlying checkbox `input`.\n */\n onCheck: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The SvgIcon to use for the unchecked state.\n * This is useful to create icon toggles.\n */\n uncheckedIcon: _propTypes2.default.element,\n\n /**\n * ValueLink for when using controlled checkbox.\n */\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = Checkbox;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?

obj : {\n default: obj\n };\n}\n\nvar ToggleCheckBoxOutlineBlank = function ToggleCheckBoxOutlineBlank(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M19 5v14H5V5h14m0-2H5c-1.1 0-2 .9-2 2v14c0 1.1.9 2 2 2h14c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2z'\n }));\n};\n\nToggleCheckBoxOutlineBlank = (0, _pure2.default)(ToggleCheckBoxOutlineBlank);\nToggleCheckBoxOutlineBlank.displayName = 'ToggleCheckBoxOutlineBlank';\nToggleCheckBoxOutlineBlank.muiName = 'SvgIcon';\nexports.default = ToggleCheckBoxOutlineBlank;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ToggleCheckBox = function ToggleCheckBox(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M19 3H5c-1.11 0-2 .9-2 2v14c0 1.1.89 2 2 2h14c1.11 0 2-.9 2-2V5c0-1.1-.89-2-2-2zm-9 14l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z'\n }));\n};\n\nToggleCheckBox = (0, _pure2.default)(ToggleCheckBox);\nToggleCheckBox.displayName = 'ToggleCheckBox';\nToggleCheckBox.muiName = 'SvgIcon';\nexports.default = ToggleCheckBox;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _cancel = require('../svg-icons/navigation/cancel');\n\nvar _cancel2 = _interopRequireDefault(_cancel);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var chip = context.muiTheme.chip;\n var backgroundColor = props.backgroundColor || chip.backgroundColor;\n var focusColor = (0, _colorManipulator.emphasize)(backgroundColor, 0.08);\n var pressedColor = (0, _colorManipulator.emphasize)(backgroundColor, 0.12);\n return {\n avatar: {\n marginRight: -4\n },\n deleteIcon: {\n color: state.deleteHovered ? (0, _colorManipulator.fade)(chip.deleteIconColor, 0.4) : chip.deleteIconColor,\n cursor: 'pointer',\n margin: '4px 4px 0px -8px'\n },\n label: {\n color: props.labelColor || chip.textColor,\n fontSize: chip.fontSize,\n fontWeight: chip.fontWeight,\n lineHeight: '32px',\n paddingLeft: 12,\n paddingRight: 12,\n userSelect: 'none',\n whiteSpace: 'nowrap'\n },\n root: {\n backgroundColor: state.clicked ? pressedColor : state.focused || state.hovered ? focusColor : backgroundColor,\n borderRadius: 16,\n boxShadow: state.clicked ? chip.shadow : null,\n cursor: props.onClick ? 'pointer' : 'default',\n display: 'flex',\n whiteSpace: 'nowrap',\n width: 'fit-content'\n }\n };\n}\n\nvar Chip = function (_Component) {\n (0, _inherits3.default)(Chip, _Component);\n\n

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function Chip() {\n  var _ref;\n\n  var _temp, _this, _ret;\n\n  (0, _classCallCheck3.default)(this, Chip);\n\n  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n    args[_key] = arguments[_key];\n  }\n\n  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Chip.__proto__ || (0, _getPrototypeOf2.default)(Chip)).call.apply(_ref,
 [this].concat(args))), _this), _this.state = {\n    clicked: false,\n    deleteHovered: false,\n    focused: false,\n    hovered: false\n  }, _this.handleBlur = function (event) {\n    _this.setState({\n      clicked: false,\n      focused: false\n    });\n\n    _this.props.onBlur(event);\n  }, _this.handleFocus = function (event) {\n    if (_this.props.onClick || _this.props.onRequestDelete) {\n      _this.setState({\n        focused: true\n      });\n    }\n\n    _this.props.onFocus(event);\n  }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n    if (keyboardFocused) {\n      _this.handleFocus();\n\n      _this.props.onFocus(event);\n    } else {\n      _this.handleBlur();\n    }\n\n    _this.props.onKeyboardFocus(event, keyboardFocused);\n  }, _this.handleKeyDown = function (event) {\n    if ((0, _keycode2.default)(event) === 'backspace') {\n      event.preventDefault();\n\n      if
 (_this.props.onRequestDelete) {\n        _this.props.onRequestDelete(event);\n      }\n    }\n\n    _this.props.onKeyDown(event);\n  }, _this.handleMouseDown = function (event) {\n    // Only listen to left clicks\n    if (event.button === 0) {\n      event.stopPropagation();\n\n      if (_this.props.onClick) {\n        _this.setState({\n          clicked: true\n        });\n      }\n    }\n\n    _this.props.onMouseDown(event);\n  }, _this.handleMouseEnter = function (event) {\n    if (_this.props.onClick) {\n      _this.setState({\n        hovered: true\n      });\n    }\n\n    _this.props.onMouseEnter(event);\n  }, _this.handleMouseEnterDeleteIcon = function () {\n    _this.setState({\n      deleteHovered: true\n    });\n  }, _this.handleMouseLeave = function (event) {\n    _this.setState({\n      clicked: false,\n      hovered: false\n    });\n\n    _this.props.onMouseLeave(event);\n  }, _this.handleMouseLeaveDeleteIcon
 = function () {\n    _this.setState({\n      deleteHovered: false\n    });\n  }, _this.handleMouseUp = function (event) {\n    _this.setState({\n      clicked: false\n    });\n\n    _this.props.onMouseUp(event);\n  }, _this.handleClickDeleteIcon = function (event) {\n    // Stop the event from bubbling up to the `Chip`\n    event.stopPropagation();\n\n    _this.props.onRequestDelete(event);\n  }, _this.handleTouchEnd = function (event) {\n    _this.setState({\n      clicked: false\n    });\n\n    _this.props.onTouchEnd(event);\n  }, _this.handleTouchStart = function (event) {\n    event.stopPropagation();\n\n    if (_this.props.onClick) {\n      _this.setState({\n        clicked: true\n      });\n    }\n\n    _this.props.onTouchStart(event);\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n}\n\n(0, _createClass3.default)(Chip, [{\n  key: 'render',\n  value: function render() {\n    var buttonEventHandlers
 = {\n      onBlur: this.handleBlur,\n      onFocus: this.handleFocus,\n      onKeyDown: this.handleKeyDown,\n      onMouseDown: this.handleMouseDown,\n      onMouseEnter: this.handleMouseEnter,\n      onMouseLeave: this.handleMouseLeave,\n      onMouseUp: this.handleMouseUp,\n      onTouchEnd: this.handleTouchEnd,\n      onTouchStart: this.handleTouchStart,\n      onKeyboardFocus: this.handleKeyboardFocus\n    };\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context, this.state);\n    var _props = this.props,\n        childrenProp = _props.children,\n        containerElement = _props.containerElement,\n        style = _props.style,\n        className = _props.className,\n        deleteIconStyle = _props.deleteIconStyle,\n        labelStyle = _props.labelStyle,\n        labelColor = _props.labelColor,\n        backgroundColor = _props.backgroundColor,\n        onRequestDelete
 = _props.onRequestDelete,\n        other = (0, _objectWithoutProperties3.default)(_props, ['children', 'containerElement', 'style', 'className', 'deleteIconStyle', 'labelStyle', 'labelColor', 'backgroundColor', 'onRequestDelete']);\n    var deletable = this.props.onRequestDelete;\n    var avatar = null;\n    var deleteIcon = deletable ? _react2.default.createElement(_cancel2.default, {\n      color: styles.deleteIcon.color,\n      style: (0, _simpleAssign2.default)(styles.deleteIcon, deleteIconStyle),\n      onClick: this.handleClickDeleteIcon,\n      onMouseEnter: this.handleMouseEnterDeleteIcon,\n      onMouseLeave: this.handleMouseLeaveDeleteIcon\n    }) : null;\n    var children = childrenProp;\n\n    var childCount = _react2.default.Children.count(children); // If the first child is an avatar, extract it and style it\n\n\n    if (childCount > 1) {\n      children =
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_react2.default.Children.toArray(children);\n\n if (_react2.default.isValidElement(children[0]) && children[0].type.muiName === 'Avatar') {\n avatar = children.shift();\n avatar = _react2.default.cloneElement(avatar, {\n style: (0, _simpleAssign2.default)(styles.avatar, avatar.props.style),\n size: 32\n });\n }\n }\n\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {\n className: className,\n containerElement: containerElement,\n disableTouchRipple: true,\n disableFocusRipple: true,\n style: (0, _simpleAssign2.default)(styles.root, style)\n }), avatar, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle))\n }, children), deleteIcon);\n }\n }]);\n return Chip;\n}(_react.Component);\n\nChip.defaultProps = {\n containerElement: 'div',\n // Firefox doesn't support nested buttons\n onBlur: function onBlur() {},\n onFocus: function onFocus() {},\n onKeyDown: function onKeyDown() {},\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseDown: function onMouseDown() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n onMouseUp: function onMouseUp() {},\n onTouchEnd: function onTouchEnd() {},\n onTouchStart: function onTouchStart() {}\n};\nChip.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nChip.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Override the background color of the chip.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * Used to render elements inside the Chip.\n */\n children: _propTypes2.default.node,\n\n /**\n * CSS `className` of the root element.\n */\n className: _propTypes2.default.node,\n\n /**\n * The element to use as the container for the Chip. Either a string to\n * use a DOM element or a ReactElement.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * Override the inline-styles of the delete icon.\n */\n deleteIconStyle: _propTypes2.default.object,\n\n /**\n * Override the label color.\n */\n labelColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the label.\n */\n labelStyle: _propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `Chip` element is clicked.\n *\n * @param {object} event Click event targeting the element.\n */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /** @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /** @ignore */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /**\n * Callback function fired when the delete icon is clicked. If set, the delete icon will be shown.\n * @param {object} event `click` event targeting the element.\n */\n onRequestDelete: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Chip;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj\n : {\n default: obj\n };\n}\n\nvar NavigationCancel = function NavigationCancel(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 2C6.47 2 2 6.47 2 12s4.47 10 10 10 10-4.47 10-10S17.53 2 12 2zm5 13.59L15.59 17 12 13.41 8.41 17 7 15.59 10.59 12 7 8.41 8.41 7 12 10.59 15.59 7 17 8.41 13.41 12 17 15.59z'\n }));\n};\n\nNavigationCancel = (0, _pure2.default)(NavigationCancel);\nNavigationCancel.displayName = 'NavigationCancel';\nNavigationCancel.muiName = 'SvgIcon';\nexports.default = NavigationCancel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar

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_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
 _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar
 _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar
_transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getRelativeValue(value, min, max) {\n  var clampedValue = Math.min(Math.max(min, value), max);\n  return
clampedValue / (max - min);\n}\n\nfunction getArcLength(fraction, props) {\n  return fraction * Math.PI *
(props.size - props.thickness);\n}\n\nfunction getStyles(props, context) {\n  var max = props.max,\n      min =
props.min,\n      size = props.size,\n      value = props.value;\n  var palette = context.muiTheme.baseTheme.palette;\n
var styles = {\n    root: {\n      position: 'relative',\n      display: 'inline-block',\n      width: size,\n      height: size\n
},\n    wrapper: {\n      width: size,\n      height: size,\n      display:
 'inline-block',\n      transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n
transitionTimingFunction: 'linear'\n    },\n    svg: {\n      width: size,\n      height: size,\n      position: 'relative'\n
},\n    path: {\n      stroke: props.color || palette.primary1Color,\n      strokeLinecap: 'round',\n      transition:
_transitions2.default.create('all', '1.5s', null, 'ease-in-out')\n    }\n  };\n\n  if (props.mode === 'determinate') {\n    var
relVal = getRelativeValue(value, min, max);\n    styles.path.transition = _transitions2.default.create('all', '0.3s', null,
'linear');\n    styles.path.strokeDasharray = getArcLength(relVal, props) + ', ' + getArcLength(1, props);\n  }\n\n
return styles;\n}\n\nvar CircularProgress = function (_Component) {\n  (0, _inherits3.default)(CircularProgress,
_Component);\n\n  function CircularProgress() {\n    (0, _classCallCheck3.default)(this, CircularProgress);\n
return (0, _possibleConstructorReturn3.default)(this,
 (CircularProgress.__proto__ || (0, _getPrototypeOf2.default)(CircularProgress)).apply(this, arguments));\n  }\n\n
(0, _createClass3.default)(CircularProgress, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      this.scalePath(this.refs.path);\n      this.rotateWrapper(this.refs.wrapper);\n    }\n  },
{\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n
clearTimeout(this.scalePathTimer);\n      clearTimeout(this.rotateWrapperTimer);\n    }\n  }, {\n    key: 'scalePath',\n
  value: function scalePath(path) {\n      var _this2 = this;\n\n      var step = arguments.length > 1 && arguments[1]
!== undefined ? arguments[1] : 0;\n      if (this.props.mode !== 'indeterminate') return;\n      step %= 3;\n\n      if
(step === 0) {\n        path.style.strokeDasharray = getArcLength(0, this.props) + ', ' + getArcLength(1, this.props);\n
    path.style.strokeDashoffset = 0;\n        path.style.transitionDuration = '0ms';\n
     } else if (step === 1) {\n        path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1,
this.props);\n        path.style.strokeDashoffset = getArcLength(-0.3, this.props);\n        path.style.transitionDuration =
'750ms';\n      } else {\n        path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1,
this.props);\n        path.style.strokeDashoffset = getArcLength(-1, this.props);\n        path.style.transitionDuration =
'850ms';\n      }\n\n      this.scalePathTimer = setTimeout(function () {\n        return _this2.scalePath(path, step +
1);\n      }, step ? 750 : 250);\n    }\n  }, {\n    key: 'rotateWrapper',\n    value: function rotateWrapper(wrapper) {\n
var _this3 = this;\n\n      if (this.props.mode !== 'indeterminate') return;\n\n
_autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n\n      _autoPrefix2.default.set(wrapper.style,
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'transitionDuration', '0ms');\n\n setTimeout(function
() {\n _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');\n\n
_autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n _autoPrefix2.default.set(wrapper.style,
'transitionTimingFunction', 'linear');\n }, 50);\n this.rotateWrapperTimer = setTimeout(function () {\n
return _this3.rotateWrapper(wrapper);\n }, 10050);\n }\n }, {\n key: 'render',\n value: function render() {\n
var _props = this.props,\n style = _props.style,\n innerStyle = _props.innerStyle,\n size =
_props.size,\n thickness = _props.thickness,\n other = (0, _objectWithoutProperties3.default)(_props,
['style', 'innerStyle', 'size', 'thickness']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var
styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement('div', {\n ref: 'wrapper',\n
style: prepareStyles((0, _simpleAssign2.default)(styles.wrapper, innerStyle))\n },
_react2.default.createElement('svg', {\n viewBox: '0 0 ' + size + ' ' + size,\n style:
prepareStyles(styles.svg)\n }, _react2.default.createElement('circle', {\n ref: 'path',\n style:
prepareStyles(styles.path),\n cx: size / 2,\n cy: size / 2,\n r: (size - thickness) / 2,\n fill: 'none',\n
strokeWidth: thickness,\n strokeMiterlimit: '20'\n }))));\n }\n }]);\n return
CircularProgress;\n}(_react.Component);\n\nCircularProgress.defaultProps = {\n mode: 'indeterminate',\n value:
0,\n min: 0,\n max: 100,\n size: 40,\n thickness: 3.5\n};\nCircularProgress.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nCircularProgress.propTypes = process.env.NODE_ENV !==
\"production\"
? {\n /**\n * Override the progress's color.\n */\n color: _propTypes2.default.string,\n\n /**\n * Style for inner
wrapper div.\n */\n innerStyle: _propTypes2.default.object,\n\n /**\n * The max value of progress, only works
in determinate mode.\n */\n max: _propTypes2.default.number,\n\n /**\n * The min value of progress, only
works in determinate mode.\n */\n min: _propTypes2.default.number,\n\n /**\n * The mode of show your
progress, indeterminate\n * for when there is no value for progress.\n */\n mode:
_propTypes2.default.oneOf(['determinate', 'indeterminate']),\n\n /**\n * The diameter of the progress in pixels.\n
*/\n size: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n\n /**\n * Stroke width in pixels.\n */\n thickness:
_propTypes2.default.number,\n\n /**\n * The value of progress, only works in determinate mode.\n */\n value:
_propTypes2.default.number\n}
: {};\nexports.default = CircularProgress;'','"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n
value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3
= _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar
_DatePickerDialog = require('./DatePickerDialog');\n\nvar _DatePickerDialog2 =
_interopRequireDefault(_DatePickerDialog);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 =

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_interopRequireDefault(_TextField);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar DatePicker = function (_Component) {\n  (0, _inherits3.default)(DatePicker, _Component);\n\n  function DatePicker() {\n    var _ref;\n\n
    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, DatePicker);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DatePicker.__proto__ || (0, _getPrototypeOf2.default)(DatePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      date: undefined\n    }, _this.handleAccept = function (date) {\n      if (!_this.isControlled()) {\n        _this.setState({\n          date: date\n        });\n      }\n\n      if (_this.props.onChange) {\n        _this.props.onChange(null, date);\n      }\n    }, _this.handleFocus = function (event) {\n      event.target.blur();\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _this.handleClick = function (event) {\n      if (_this.props.onClick) {\n        _this.props.onClick(event);\n      }\n\n
      if (!_this.props.disabled) {\n        setTimeout(function () {\n          _this.openDialog();\n        }, 0);\n      }\n    }, _this.formatDate = function (date) {\n      if (_this.props.locale) {\n        var DateTimeFormat = _this.props.DateTimeFormat || _dateUtils.dateTimeFormat;\n        return new DateTimeFormat(_this.props.locale, {\n          day: 'numeric',\n          month: 'numeric',\n          year: 'numeric'\n        }).format(date);\n      } else {\n        return (0, _dateUtils.formatIso)(date);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(DatePicker, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        date: this.isControlled() ? this.getControlledDate() : this.props.defaultDate\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.isControlled()) {\n
        var newDate = this.getControlledDate(nextProps);\n\n        if (!(0, _dateUtils.isEqualDate)(this.state.date, newDate)) {\n          this.setState({\n            date: newDate\n          });\n        }\n      }\n    }\n  }, {\n    key: 'getDate',\n    value: function getDate() {\n      return this.state.date;\n    }\n    /**\n     * Open the date-picker dialog programmatically from a parent.\n     */\n\n  }, {\n    key: 'openDialog',\n    value: function openDialog() {\n      /**\n
      * if the date is not selected then set it to new date\n       * (get the current system date while doing so)\n       * else set it to the currently selected date\n       */\n      if (this.state.date !== undefined) {\n        this.setState({\n          dialogDate: this.getDate()\n        }, this.refs.dialogWindow.show);\n      } else {\n        this.setState({\n          dialogDate: new Date()\n        }, this.refs.dialogWindow.show);\n      }\n    }\n    /**\n     * Alias for `openDialog()` for an api consistent with TextField.\n     */\n\n  }, {\n    key: 'focus',\n    value: function focus() {\n      this.openDialog();\n    }\n  }, {\n    key: 'isControlled',\n    value: function isControlled() {\n      return this.props.hasOwnProperty('value');\n    }\n  }, {\n    key: 'getControlledDate',\n    value: function getControlledDate() {\n      var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n\n      if (props.value instanceof Date) {\n        return props.value;\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          autoOk = _props.autoOk,\n          cancelLabel = _props.cancelLabel,\n          className = _props.className,\n          container = _props.container,\n          defaultDate = _props.defaultDate,\n          dialogContainerStyle = _props.dialogContainerStyle,\n          disableYearSelection = _props.disableYearSelection,\n
          firstDayOfWeek = _props.firstDayOfWeek,\n          formatDateProp = _props.formatDate,\n          locale = _props.locale,\n          maxDate = _props.maxDate,\n          minDate = _props.minDate,\n          mode = _props.mode,\n          okLabel = _props.okLabel,\n          onDismiss = _props.onDismiss,\n          onFocus = _props.onFocus,\n          onShow = _props.onShow,\n          onClick = _props.onClick,\n          openToYearSelection = _props.openToYearSelection,\n          shouldDisableDate = _props.shouldDisableDate,\n          hideCalendarDate = _props.hideCalendarDate,\n          style = _props.style,\n          textFieldStyle = _props.textFieldStyle,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'className', 'container', 'defaultDate', 'dialogContainerStyle', 'disableYearSelection', 'firstDayOfWeek', 'formatDate', 'locale', 'maxDate', 'minDate', 'mode',
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'okLabel', 'onDismiss', 'onFocus', 'onShow', 'onClick', 'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'textFieldStyle', 'utils']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var formatDate = formatDateProp || this.formatDate;\n return _react2.default.createElement('div', {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n },\n _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n onFocus: this.handleFocus,\n onClick: this.handleClick,\n ref: 'input',\n style: textFieldStyle,\n value: this.state.date ? formatDate(this.state.date) : ''\n })), _react2.default.createElement(_DatePickerDialog2.default, {\n DateTimeFormat: DateTimeFormat,\n autoOk: autoOk,\n cancelLabel: cancelLabel,\n container: container,\n containerStyle: dialogContainerStyle,\n disableYearSelection: disableYearSelection,\n firstDayOfWeek: firstDayOfWeek,\n initialDate: this.state.dialogDate,\n locale: locale,\n maxDate: maxDate,\n minDate: minDate,\n mode: mode,\n okLabel: okLabel,\n onAccept: this.handleAccept,\n onShow: onShow,\n onDismiss: onDismiss,\n ref: 'dialogWindow',\n shouldDisableDate: shouldDisableDate,\n hideCalendarDate: hideCalendarDate,\n openToYearSelection: openToYearSelection,\n utils: utils\n }));\n }\n }]);\n return DatePicker;\n}(_react.Component);\n\nDatePicker.defaultProps = {\n autoOk: false,\n container: 'dialog',\n disabled: false,\n disableYearSelection: false,\n firstDayOfWeek: 1,\n hideCalendarDate: false,\n style: {},\n openToYearSelection: false\n};\nDatePicker.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDatePicker.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Constructor for date formatting for the specified `locale`.\n * The constructor must follow this specification: ECMAScript Internationalization API 1.0 (ECMA-402).\n * `Intl.DateTimeFormat` is supported by most modern browsers, see http://caniuse.com/#search=intl,\n * otherwise https://github.com/andyearnshaw/Intl.js is a good polyfill.\n *\n * By default, a built-in `DateTimeFormat` is used which supports the 'en-US' `locale`.\n */\n DateTimeFormat: _propTypes2.default.func,\n\n /**\n * If true, automatically accept and close the picker on select a date.\n */\n autoOk: _propTypes2.default.bool,\n\n /**\n * Override the default text of the 'Cancel' button.\n */\n cancelLabel: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Used to control how the Date Picker will be displayed when the input field is focused.\n * `dialog` (default) displays the DatePicker as a dialog with a modal.\n * `inline` displays the DatePicker below the input field (similar to auto complete).\n */\n container: _propTypes2.default.oneOf(['dialog', 'inline']),\n\n /**\n * This is the initial date value of the component.\n * If either `value` or `valueLink` is provided they will override this\n * prop with `value` taking precedence.\n */\n defaultDate: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of DatePickerDialog's Container element.\n */\n dialogContainerStyle: _propTypes2.default.object,\n\n /**\n * Disables the year selection in the date picker.\n */\n disableYearSelection: _propTypes2.default.bool,\n\n /**\n * Disables the DatePicker.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Used to change the first day of week. It varies from\n * Saturday to Monday between different locales.\n * The allowed range is 0 (Sunday) to 6 (Saturday).\n * The default is `1`, Monday, as per ISO 8601.\n */\n firstDayOfWeek: _propTypes2.default.number,\n\n /**\n * This function is called to format the date displayed in the input field, and should return a string.\n * By default if no `locale` and `DateTimeFormat` is provided date objects are formatted to ISO 8601 YYYY-MM-DD.\n *\n * @param {object} date Date object to be formatted.\n * @returns {any} The formatted date.\n */\n formatDate: _propTypes2.default.func,\n\n /**\n * Hide date display\n */\n hideCalendarDate: _propTypes2.default.bool,\n\n /**\n * Locale used for formatting the `DatePicker` date strings. Other than for 'en-US', you\n * must provide a `DateTimeFormat` that supports the chosen `locale`.\n */\n locale: _propTypes2.default.string,\n\n /**\n * The ending of a range of valid dates. The range includes the endDate.\n * The default value is current date + 100 years.\n */\n maxDate: _propTypes2.default.object,\n\n /**\n * The beginning of a range of valid dates. The range includes the startDate.\n

* The default value is current date - 100 years.\n */\n minDate: _propTypes2.default.object,\n\n /**\n * Tells the component to display the picker in portrait or landscape mode.\n */\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n\n /**\n * Override the default text of the 'OK' button.\n */\n okLabel: _propTypes2.default.node,\n\n /**\n * Callback function that is fired when the date value changes.\n *\n * @param {null} null Since there is no particular event associated with the change,\n * the first argument will always be null.\n * @param {object} date The new date.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when a click event occurs on the Date Picker's `TextField`.\n *\n * @param {object} event Click event targeting the `TextField`.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is shown.\n */\n onShow: _propTypes2.default.func,\n\n /**\n * If true sets the datepicker to open to year selection first.\n */\n openToYearSelection: _propTypes2.default.bool,\n\n /**\n * Callback function used to determine if a day's entry should be disabled on the calendar.\n *\n * @param {object} day Date object of a day.\n * @returns {boolean} Indicates whether the day should be disabled.\n */\n shouldDisableDate: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of DatePicker's TextField element.\n */\n textFieldStyle: _propTypes2.default.object,\n\n /**\n * This object should contain methods needed to build the calendar system.\n *\n * Useful for building a custom calendar system. Refer to the\n * [source code](https://github.com/mui-org/material-ui/blob/v0.x/src/DatePicker/dateUtils.js)\n * and an [example implementation](https://github.com/alitaheri/material-ui-persian-date-picker-utils)\n * for more information.\n */\n utils: _propTypes2.default.object,\n\n /**\n * Sets the date for the Date Picker programmatically.\n */\n value: _propTypes2.default.object\n} : {};\nexports.default = DatePicker;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _Calendar = require('./Calendar');\n\nvar _Calendar2 = _interopRequireDefault(_Calendar);\n\nvar _Dialog = require('../Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _PopoverAnimationVertical = require('../Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2 = _interopRequireDefault(_PopoverAnimationVertical);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar DatePickerDialog = function (_Component) {\n (0, _inherits3.default)(DatePickerDialog, _Component);\n\n

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function DatePickerDialog() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
 DatePickerDialog);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
  args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = DatePickerDialog.__proto__ || (0,
_getPrototypeOf2.default)(DatePickerDialog)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      open:
false\n    }, _this.show = function () {\n      if (_this.props.onShow && !_this.state.open) {\n
_this.props.onShow();\n      }\n\n      _this.setState({\n        open: true\n      });\n    }, _this.dismiss = function () {\n
if (_this.props.onDismiss && _this.state.open) {\n        _this.props.onDismiss();\n      }\n\n      _this.setState({\n
open: false\n      });\n    }, _this.handleClickDay = function () {\n      if (_this.props.autoOk) {\n
setTimeout(_this.handleClickOk, 300);\n      }\n    }, _this.handleClickCancel = function () {\n
   _this.dismiss();\n    }, _this.handleRequestClose = function () {\n      _this.dismiss();\n    }, _this.handleClickOk =
function () {\n      if (_this.props.onAccept && !_this.refs.calendar.isSelectedDateDisabled()) {\n
_this.props.onAccept(_this.refs.calendar.getSelectedDate());\n      }\n\n      _this.setState({\n        open: false\n
});\n    }, _this.handleWindowKeyUp = function (event) {\n      switch ((0, _keycode2.default)(event)) {\n        case
'enter':\n          _this.handleClickOk();\n\n          break;\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(DatePickerDialog, [{\n    key:
'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat =
_props.DateTimeFormat,\n          autoOk = _props.autoOk,\n          cancelLabel = _props.cancelLabel,\n
container = _props.container,\n          containerStyle = _props.containerStyle,\n          disableYearSelection
 = _props.disableYearSelection,\n          initialDate = _props.initialDate,\n          firstDayOfWeek =
_props.firstDayOfWeek,\n          locale = _props.locale,\n          maxDate = _props.maxDate,\n          minDate =
_props.minDate,\n          mode = _props.mode,\n          okLabel = _props.okLabel,\n          onAccept =
_props.onAccept,\n          onDismiss = _props.onDismiss,\n          onShow = _props.onShow,\n
openToYearSelection = _props.openToYearSelection,\n          shouldDisableDate = _props.shouldDisableDate,\n
  hideCalendarDate = _props.hideCalendarDate,\n          style = _props.style,\n          animation =
_props.animation,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props,
['DateTimeFormat', 'autoOk', 'cancelLabel', 'container', 'containerStyle', 'disableYearSelection', 'initialDate',
'firstDayOfWeek', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onAccept', 'onDismiss', 'onShow',
'openToYearSelection',
 'shouldDisableDate', 'hideCalendarDate', 'style', 'animation', 'utils']);\n      var open = this.state.open;\n      var styles
= {\n        dialogContent: {\n          width: !hideCalendarDate && mode === 'landscape' ? 479 : 310\n        },\n
dialogBodyContent: {\n          padding: 0,\n          minHeight: hideCalendarDate || mode === 'landscape' ? 330 :
434,\n          minWidth: hideCalendarDate || mode !== 'landscape' ? 310 : 479\n        }\n      };\n      var Container =
container === 'inline' ? _Popover2.default : _Dialog2.default;\n      return _react2.default.createElement('div', (0,
_extends3.default)({}, other, {\n        ref: 'root'\n      }), _react2.default.createElement(Container, {\n        anchorEl:
this.refs.root // For Popover\n        ,\n        animation: animation || _PopoverAnimationVertical2.default // For
Popover\n        ,\n        bodyStyle: styles.dialogBodyContent,\n        contentStyle: styles.dialogContent,\n        ref:
'dialog',\n
        repositionOnUpdate: true,\n        open: open,\n        onRequestClose: this.handleRequestClose,\n        style: (0,
_simpleAssign2.default)(styles.dialogBodyContent, containerStyle)\n      },
_react2.default.createElement(_reactEventListener2.default, {\n        target: 'window',\n        onKeyUp:
this.handleWindowKeyUp\n      }), _react2.default.createElement(_Calendar2.default, {\n        autoOk: autoOk,\n
 DateTimeFormat: DateTimeFormat,\n        cancelLabel: cancelLabel,\n        disableYearSelection:
disableYearSelection,\n        firstDayOfWeek: firstDayOfWeek,\n        initialDate: initialDate,\n        locale: locale,\n
      onClickDay: this.handleClickDay,\n        maxDate: maxDate,\n        minDate: minDate,\n        mode: mode,\n
 open: open,\n        ref: 'calendar',\n        onClickCancel: this.handleClickCancel,\n        onClickOk:
this.handleClickOk,\n        okLabel: okLabel,\n        openToYearSelection: openToYearSelection,\n
shouldDisableDate:
```

shouldDisableDate,\n hideCalendarDate: hideCalendarDate,\n utils: utils\n }));\n }\n]);\n return DatePickerDialog;\n}(_react.Component);\n\nDatePickerDialog.defaultProps = {\n DateTimeFormat: _dateUtils.dateTimeFormat,\n cancelLabel: 'Cancel',\n container: 'dialog',\n locale: 'en-US',\n okLabel: 'OK',\n openToYearSelection: false\n};\nDatePickerDialog.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDatePickerDialog.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func,\n animation: _propTypes2.default.func,\n autoOk: _propTypes2.default.bool,\n cancelLabel: _propTypes2.default.node,\n container: _propTypes2.default.oneOf(['dialog', 'inline']),\n containerStyle: _propTypes2.default.object,\n disableYearSelection: _propTypes2.default.bool,\n firstDayOfWeek: _propTypes2.default.number,\n hideCalendarDate: _propTypes2.default.bool,\n initialDate: _propTypes2.default.object,\n locale: _propTypes2.default.string,\n maxDate: _propTypes2.default.object,\n minDate: _propTypes2.default.object,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n okLabel: _propTypes2.default.node,\n onAccept: _propTypes2.default.func,\n onDismiss: _propTypes2.default.func,\n onShow: _propTypes2.default.func,\n open: _propTypes2.default.bool,\n openToYearSelection: _propTypes2.default.bool,\n shouldDisableDate: _propTypes2.default.func,\n style: _propTypes2.default.object,\n utils: _propTypes2.default.object\n} : {};\nexports.default = DatePickerDialog;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _CalendarActionButtons = require('./CalendarActionButtons');\n\nvar _CalendarActionButtons2 = _interopRequireDefault(_CalendarActionButtons);\n\nvar _CalendarMonth = require('./CalendarMonth');\n\nvar _CalendarMonth2 = _interopRequireDefault(_CalendarMonth);\n\nvar _CalendarYear = require('./CalendarYear');\n\nvar _CalendarYear2 = _interopRequireDefault(_CalendarYear);\n\nvar _CalendarToolbar = require('./CalendarToolbar');\n\nvar _CalendarToolbar2 = _interopRequireDefault(_CalendarToolbar);\n\nvar _DateDisplay = require('./DateDisplay');\n\nvar _DateDisplay2 = _interopRequireDefault(_DateDisplay);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar _SlideIn2 = _interopRequireDefault(_SlideIn);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar daysArray = [].concat((0, _toConsumableArray3.default)(Array(7)));\n\nvar Calendar = function (_Component) {\n (0, _inherits3.default)(Calendar, _Component);\n\n function Calendar() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Calendar);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Calendar.__proto__ || (0, _getPrototypeOf2.default)(Calendar)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n displayDate:

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undefined,\n      displayMonthDay: undefined,\n      selectedDate: undefined,\n      transitionDirection: 'left',\n
transitionEnter: true\n    }, _this.calendarRefs = {}, _this.handleClickDay = function (event, date) {\n
_this.setSelectedDate(date);\n\n      if (_this.props.onClickDay) _this.props.onClickDay(event, date);\n    },
_this.handleMonthChange
 = function (months) {\n      var nextDirection = _this.context.muiTheme.isRtl ? 'right' : 'left';\n      var prevDirection
= _this.context.muiTheme.isRtl ? 'left' : 'right';\n      var direction = months >= 0 ? nextDirection : prevDirection;\n\n
    _this.setState({\n        transitionDirection: direction,\n        displayDate:
_this.props.utils.addMonths(_this.state.displayDate, months)\n      });\n    }, _this.handleClickYear = function (event,
year) {\n      _this.setSelectedDate(_this.props.utils.setYear(_this.state.selectedDate, year), event);\n\n
_this.handleClickDateDisplayMonthDay();\n    }, _this.handleClickDateDisplayMonthDay = function () {\n
_this.setState({\n        displayMonthDay: true\n      });\n    }, _this.handleClickDateDisplayYear = function () {\n
_this.setState({\n        displayMonthDay: false\n      });\n    }, _this.handleWindowKeyDown = function (event) {\n
  if (_this.props.open) {\n        var nextArrow = _this.context.muiTheme.isRtl
 ? 'left' : 'right';\n        var prevArrow = _this.context.muiTheme.isRtl ? 'right' : 'left';\n\n        switch ((0,
_keycode2.default)(event)) {\n          case 'up':\n            if (event.altKey && event.shiftKey) {\n
_this.addSelectedYears(-1);\n            } else if (event.shiftKey) {\n              _this.addSelectedMonths(-1);\n            }
else {\n              _this.addSelectedDays(-7);\n            }\n\n            break;\n\n          case 'down':\n            if
(event.altKey && event.shiftKey) {\n              _this.addSelectedYears(1);\n            } else if (event.shiftKey) {\n
    _this.addSelectedMonths(1);\n            } else {\n              _this.addSelectedDays(7);\n            }\n\n
break;\n\n          case nextArrow:\n            if (event.altKey && event.shiftKey) {\n
_this.addSelectedYears(1);\n            } else if (event.shiftKey) {\n              _this.addSelectedMonths(1);\n            }
else {\n              _this.addSelectedDays(1);\n
          }\n\n            break;\n\n          case prevArrow:\n            if (event.altKey && event.shiftKey) {\n
_this.addSelectedYears(-1);\n            } else if (event.shiftKey) {\n              _this.addSelectedMonths(-1);\n            }
else {\n              _this.addSelectedDays(-1);\n            }\n\n            break;\n        }\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Calendar, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        displayDate:
this.props.utils.getFirstDayOfMonth(this.props.initialDate),\n        selectedDate: this.props.initialDate,\n
displayMonthDay: !this.props.openToYearSelection\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n
value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.initialDate !== this.props.initialDate)
{\n        var
 date = nextProps.initialDate || new Date();\n        this.setState({\n          displayDate:
this.props.utils.getFirstDayOfMonth(date),\n          selectedDate: date\n        });\n      }\n    }\n  }, {\n    key:
'getMinDate',\n    value: function getMinDate() {\n      return this.props.minDate || this.props.utils.addYears(new
Date(), -100);\n    }\n  }, {\n    key: 'getMaxDate',\n    value: function getMaxDate() {\n      return
this.props.maxDate || this.props.utils.addYears(new Date(), 100);\n    }\n  }, {\n    key: 'getSelectedDate',\n    value:
function getSelectedDate() {\n      return this.state.selectedDate;\n    }\n  }, {\n    key: 'isSelectedDateDisabled',\n
value: function isSelectedDateDisabled() {\n      if (!this.state.displayMonthDay) {\n        return false;\n      }\n\n
if (this.calendarRefs.calendar) {\n        return this.calendarRefs.calendar.isSelectedDateDisabled();\n      } else {\n
 return false;\n      }\n    }\n  }, {\n    key: 'addSelectedDays',\n
    value: function addSelectedDays(days) {\n
this.setSelectedDate(this.props.utils.addDays(this.state.selectedDate, days));\n    }\n  }, {\n    key:
'addSelectedMonths',\n    value: function addSelectedMonths(months) {\n
this.setSelectedDate(this.props.utils.addMonths(this.state.selectedDate, months));\n    }\n  }, {\n    key:
'addSelectedYears',\n    value: function addSelectedYears(years) {\n
this.setSelectedDate(this.props.utils.addYears(this.state.selectedDate, years));\n    }\n  }, {\n    key:
'setDisplayDate',\n    value: function setDisplayDate(date, newSelectedDate) {\n      var newDisplayDate =
this.props.utils.getFirstDayOfMonth(date);\n\n      if (newDisplayDate !== this.state.displayDate) {\n        var
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nextDirection = this.context.muiTheme.isRtl ? 'right' : 'left';\n var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';\n var direction = newDisplayDate > this.state.displayDate ? nextDirection : prevDirection;\n this.setState({\n displayDate: newDisplayDate,\n transitionDirection: direction,\n selectedDate: newSelectedDate || this.state.selectedDate\n });\n }\n }\n }, {\n key: 'setSelectedDate',\n value: function setSelectedDate(date) {\n var adjustedDate = date;\n var minDate = this.getMinDate();\n var maxDate = this.getMaxDate();\n\n if ((0, _dateUtils.isBeforeDate)(date, minDate)) {\n adjustedDate = minDate;\n } else if ((0, _dateUtils.isAfterDate)(date, maxDate)) {\n adjustedDate = maxDate;\n }\n\n var newDisplayDate = this.props.utils.getFirstDayOfMonth(adjustedDate);\n\n if (newDisplayDate !== this.state.displayDate) {\n this.setDisplayDate(newDisplayDate, adjustedDate);\n } else {\n this.setState({\n selectedDate: adjustedDate\n });\n }\n }\n }, {\n key: 'getToolbarInteractions',\n value: function getToolbarInteractions() {\n return {\n prevMonth: this.props.utils.monthDiff(this.state.displayDate, this.getMinDate()) > 0,\n nextMonth: this.props.utils.monthDiff(this.state.displayDate, this.getMaxDate()) < 0\n };\n }\n }, {\n key: 'yearSelector',\n value: function yearSelector() {\n if (!this.props.disableYearSelection) {\n return _react2.default.createElement(_CalendarYear2.default, {\n key: 'years',\n DateTimeFormat: this.props.DateTimeFormat,\n locale: this.props.locale,\n onClickYear: this.handleClickYear,\n selectedDate: this.state.selectedDate,\n minDate: this.getMinDate(),\n maxDate: this.getMaxDate(),\n utils: this.props.utils\n });\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var hideCalendarDate = this.props.hideCalendarDate;\n var toolbarInteractions = this.getToolbarInteractions();\n var isLandscape = this.props.mode === 'landscape';\n var calendarTextColor = this.context.muiTheme.datePicker.calendarTextColor;\n var styles = {\n root: {\n color: calendarTextColor,\n userSelect: 'none',\n width: !hideCalendarDate && isLandscape ? 479 : 310\n },\n calendar: {\n display: 'flex',\n flexDirection: 'column'\n },\n calendarContainer: {\n display: 'flex',\n alignContent: 'space-between',\n justifyContent: 'space-between',\n flexDirection: 'column',\n fontSize: 12,\n fontWeight: 400,\n padding: '0px 8px',\n transition: _transitions2.default.easeOut()\n },\n yearContainer: {\n display: 'flex',\n justifyContent: 'space-between',\n flexDirection: 'column',\n height: 272,\n marginTop: 10,\n overflow: 'hidden',\n width: 310\n },\n weekTitle: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'space-between',\n fontWeight: '500',\n height: 20,\n lineHeight: '15px',\n opacity: '0.5',\n textAlign: 'center'\n },\n weekTitleDay: {\n width: 42\n },\n transitionSlide: {\n height: 214\n }\n };\n var weekTitleDayStyle = prepareStyles(styles.weekTitleDay);\n var _props = this.props,\n cancelLabel = _props.cancelLabel,\n DateTimeFormat = _props.DateTimeFormat,\n firstDayOfWeek = _props.firstDayOfWeek,\n locale = _props.locale,\n okLabel = _props.okLabel,\n onClickCancel = _props.onClickCancel,\n onClickOk = _props.onClickOk,\n utils = _props.utils;\n return _react2.default.createElement('div', {\n style: prepareStyles(styles.root)\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyDown: this.handleWindowKeyDown\n }), !hideCalendarDate && _react2.default.createElement(_DateDisplay2.default, {\n DateTimeFormat: DateTimeFormat,\n disableYearSelection: this.props.disableYearSelection,\n onClickMonthDay: this.handleClickDateDisplayMonthDay,\n onClickYear: this.handleClickDateDisplayYear,\n locale: locale,\n monthDaySelected: this.state.displayMonthDay,\n mode: this.props.mode,\n selectedDate: this.state.selectedDate\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.calendar)\n }, this.state.displayMonthDay && _react2.default.createElement('div', {\n style: prepareStyles(styles.calendarContainer)\n }, _react2.default.createElement(_CalendarToolbar2.default, {\n DateTimeFormat: DateTimeFormat,\n locale: locale,\n displayDate: this.state.displayDate,\n

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onMonthChange: this.handleMonthChange,\n prevMonth: toolbarInteractions.prevMonth,\n nextMonth: toolbarInteractions.nextMonth\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.weekTitle)\n }, daysArray.map(function (event, i) {\n return _react2.default.createElement('span', {\n key: i,\n style: weekTitleDayStyle\n }, (0, _dateUtils.localizedWeekday)(DateTimeFormat, locale, i, firstDayOfWeek));\n })), _react2.default.createElement(_SlideIn2.default, {\n direction: this.state.transitionDirection,\n style: styles.transitionSlide\n }, _react2.default.createElement(_CalendarMonth2.default, {\n DateTimeFormat: DateTimeFormat,\n locale: locale,\n displayDate: this.state.displayDate,\n firstDayOfWeek: this.props.firstDayOfWeek,\n key: this.state.displayDate.toDateString(),\n minDate: this.getMinDate(),\n maxDate: this.getMaxDate(),\n onClickDay: this.handleClickDay,\n ref: function ref(_ref2) {\n return _this2.calendarRefs.calendar = _ref2;\n },\n selectedDate: this.state.selectedDate,\n shouldDisableDate: this.props.shouldDisableDate,\n utils: utils\n }))), !this.state.displayMonthDay && _react2.default.createElement('div', {\n style: prepareStyles(styles.yearContainer)\n }, this.yearSelector()), okLabel && _react2.default.createElement(_CalendarActionButtons2.default, {\n autoOk: this.props.autoOk,\n cancelLabel: cancelLabel,\n okLabel: okLabel,\n onClickCancel: onClickCancel,\n onClickOk: onClickOk\n }));\n }\n }]);\n return Calendar;\n}(_react.Component);\n\nCalendar.defaultProps = {\n DateTimeFormat: _dateUtils.dateTimeFormat,\n disableYearSelection: false,\n initialDate: new Date(),\n locale: 'en-US',\n utils: _dateUtils.defaultUtils\n};\nCalendar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCalendar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n autoOk: _propTypes2.default.bool,\n cancelLabel: _propTypes2.default.node,\n disableYearSelection: _propTypes2.default.bool,\n firstDayOfWeek: _propTypes2.default.number,\n hideCalendarDate: _propTypes2.default.bool,\n initialDate: _propTypes2.default.object,\n locale: _propTypes2.default.string.isRequired,\n maxDate: _propTypes2.default.object,\n minDate: _propTypes2.default.object,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n okLabel: _propTypes2.default.node,\n onClickCancel: _propTypes2.default.func,\n onClickDay: _propTypes2.default.func,\n onClickOk: _propTypes2.default.func,\n open: _propTypes2.default.bool,\n openToYearSelection: _propTypes2.default.bool,\n shouldDisableDate: _propTypes2.default.func,\n utils: _propTypes2.default.object\n} : {};\nexports.default = Calendar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar CalendarActionButton = function (_Component) {\n (0, _inherits3.default)(CalendarActionButton, _Component);\n\n function CalendarActionButton() {\n (0, _classCallCheck3.default)(this, CalendarActionButton);\n return (0, _possibleConstructorReturn3.default)(this, (CalendarActionButton.__proto__ || (0, _getPrototypeOf2.default)(CalendarActionButton)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CalendarActionButton, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n cancelLabel = _props.cancelLabel,\n okLabel = _props.okLabel;\n var styles = {\n
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root: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'flex-end',\n margin: 0,\n maxHeight:
48,\n padding: 0\n },\n flatButtons: {\n fontsize: 14,\n margin: '4px 8px 8px 0px',\n maxHeight: 36,\n minWidth: 64,\n padding: 0\n }\n };\n return _react2.default.createElement('div', {\n style: styles.root\n },
_react2.default.createElement(_FlatButton2.default, {\n label: cancelLabel,\n onClick: this.props.onClickCancel,\n primary: true,\n style: styles.flatButtons\n }), !this.props.autoOk &&
_react2.default.createElement(_FlatButton2.default, {\n disabled: this.refs.calendar !== undefined && this.refs.calendar.isSelectedDateDisabled(),\n label: okLabel,\n onClick: this.props.onClickOk,\n primary: true,\n style: styles.flatButtons\n }));\n }\n]);\n return CalendarActionButton;\n}(_react.Component);\n\nCalendarActionButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n autoOk: _propTypes2.default.bool,\n
cancelLabel: _propTypes2.default.node,\n okLabel: _propTypes2.default.node,\n onClickCancel: _propTypes2.default.func,\n onClickOk: _propTypes2.default.func\n} : {};\nexports.default = CalendarActionButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FlatButtonLabel = require('./FlatButtonLabel');\n\nvar
_FlatButtonLabel2 = _interopRequireDefault(_FlatButtonLabel);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction validateLabel(props, propName, componentName) {\n if (process.env.NODE_ENV !== 'production') {\n if (!props.children && props.label !== 0 && !props.label && !props.icon) {\n return new Error('Required prop label or children or icon was not specified in ' + componentName + '.');\n }\n }\n}\n\nvar FlatButton = function (_Component) {\n (0, _inherits3.default)(FlatButton, _Component);\n\n function FlatButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, FlatButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FlatButton.__proto__ || (0, _getPrototypeOf2.default)(FlatButton)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n hovered: false,\n isKeyboardFocused: false,\n touch: false\n }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n _this.setState({\n isKeyboardFocused: isKeyboardFocused\n });\n\n _this.props.onKeyboardFocus(event, isKeyboardFocused);\n }, _this.handleMouseEnter = function (event) {\n // Cancel hover styles for touch devices\n if (!_this.state.touch) _this.setState({\n hovered: true\n });\n\n

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_this.props.onMouseEnter(event);\n    }, _this.handleMouseLeave = function (event) {\n      _this.setState({\n hovered: false\n      });\n\n      _this.props.onMouseLeave(event);\n    }, _this.handleTouchStart = function (event) {\n      _this.setState({\n        touch: true\n      });\n\n      _this.props.onTouchStart(event);\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FlatButton, [{\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.disabled) {\n        this.setState({\n          hovered: false\n        });\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          backgroundColor = _props.backgroundColor,\n          children = _props.children,\n          disabled = _props.disabled,\n          fullWidth = _props.fullWidth,\n          hoverColor = _props.hoverColor,\n          icon = _props.icon,\n          label = _props.label,\n          labelStyle = _props.labelStyle,\n          labelPosition = _props.labelPosition,\n          primary = _props.primary,\n          rippleColor = _props.rippleColor,\n          secondary = _props.secondary,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'children', 'disabled', 'fullWidth', 'hoverColor', 'icon',\n 'label', 'labelStyle', 'labelPosition', 'primary', 'rippleColor', 'secondary', 'style']);\n      var _context$muiTheme = this.context.muiTheme,\n          borderRadius = _context$muiTheme.borderRadius,\n          _context$muiTheme$but = _context$muiTheme.button,\n          buttonHeight = _context$muiTheme$but.height,\n          buttonMinWidth = _context$muiTheme$but.minWidth,\n          buttonTextTransform = _context$muiTheme$but.textTransform,\n          _context$muiTheme$fla = _context$muiTheme.flatButton,\n          buttonFilterColor = _context$muiTheme$fla.buttonFilterColor,\n          buttonColor = _context$muiTheme$fla.color,\n          disabledTextColor = _context$muiTheme$fla.disabledTextColor,\n          fontSize = _context$muiTheme$fla.fontSize,\n          fontWeight = _context$muiTheme$fla.fontWeight,\n          primaryTextColor = _context$muiTheme$fla.primaryTextColor,\n          secondaryTextColor = _context$muiTheme$fla.secondaryTextColor,\n          textColor = _context$muiTheme$fla.textColor,\n          _context$muiTheme$fla2 = _context$muiTheme$fla.textTransform,\n          textTransform = _context$muiTheme$fla2 === undefined ? buttonTextTransform || 'uppercase' : _context$muiTheme$fla2;\n      var defaultTextColor = disabled ? disabledTextColor : primary ? primaryTextColor : secondary ? secondaryTextColor : textColor;\n      var defaultHoverColor = (0, _colorManipulator.fade)(buttonFilterColor, 0.2);\n      var defaultRippleColor = buttonFilterColor;\n      var buttonHoverColor = hoverColor || defaultHoverColor;\n      var buttonRippleColor = rippleColor || defaultRippleColor;\n      var buttonBackgroundColor = backgroundColor || buttonColor;\n      var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n      var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        height: buttonHeight,\n        lineHeight: buttonHeight + 'px',\n        minWidth: fullWidth ? '100%' : buttonMinWidth,\n        color: defaultTextColor,\n        transition: _transitions2.default.easeOut(),\n        borderRadius: borderRadius,\n        userSelect: 'none',\n        overflow: 'hidden',\n        backgroundColor: hovered ? buttonHoverColor : buttonBackgroundColor,\n        padding: 0,\n        margin: 0,\n        textAlign: 'center'\n      }, style);\n      var iconCloned = void 0;\n      var labelStyleIcon = {};\n\n      if (icon) {\n        var iconStyles = (0, _simpleAssign2.default)({\n          verticalAlign: 'middle',\n          marginLeft: label && labelPosition !== 'before' ? 12 : 0,\n          marginRight: label && labelPosition === 'before' ? 12 : 0\n        }, icon.props.style);\n        iconCloned = _react2.default.cloneElement(icon, {\n          color: icon.props.color || mergedRootStyles.color,\n          style: iconStyles,\n          key: 'iconCloned'\n        });\n\n        if (labelPosition === 'before') {\n          labelStyleIcon.paddingRight = 8;\n        } else {\n          labelStyleIcon.paddingLeft = 8;\n        }\n      }\n\n      var mergedLabelStyles = (0, _simpleAssign2.default)({\n        letterSpacing: 0,\n        textTransform: textTransform,\n        fontWeight: fontWeight,\n        fontSize: fontSize\n      }, labelStyleIcon, labelStyle);\n      var labelElement = label ? _react2.default.createElement(_FlatButtonLabel2.default, {\n        key: 'labelElement',\n        label: label,\n        style: mergedLabelStyles\n      }) : undefined; // Place label before or after children.\n\n      var enhancedButtonChildren = labelPosition === 'before' ? [labelElement, iconCloned, children] : [children, iconCloned, labelElement];\n      return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n        disabled: disabled,\n        focusRippleColor: buttonRippleColor,\n
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focusRippleOpacity: 0.3,\n onKeyboardFocus: this.handleKeyboardFocus,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n style: mergedRootStyles,\n touchRippleColor: buttonRippleColor,\n touchRippleOpacity: 0.3\n }), enhancedButtonChildren);\n }\n }]);\n return FlatButton;\n}(_react.Component);\n\nFlatButton.muiName = 'FlatButton';\nFlatButton.defaultProps = {\n disabled: false,\n fullWidth: false,\n labelStyle: {},\n labelPosition: 'after',\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n onTouchStart: function onTouchStart() {},\n primary: false,\n secondary: false\n};\nFlatButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFlatButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Color of button when mouse is not hovering over it.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * This is what will be displayed inside the button.\n * If a label is specified, the text within the label prop will\n * be displayed. Otherwise, the component will expect children\n * which will then be displayed. (In our example,\n * we are nesting an `<input type=\"file\" />` and a `span`\n * that acts as our label to be displayed.) This only\n * applies to flat and raised buttons.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The element to use as the container for the FlatButton. Either a string to\n * use a DOM element or a ReactElement. This is useful for wrapping the\n * FlatButton in a custom Link component. If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying DOM\n * element and renders its children prop for proper integration.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * If true, the element's ripple effect will be disabled.\n */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n * Disables the button if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * If true, the button will take up the full width of its container.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * Color of button when mouse hovers over.\n */\n hoverColor: _propTypes2.default.string,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * Use this property to display an icon.\n */\n icon: _propTypes2.default.node,\n\n /**\n * Label for the button.\n */\n label: validateLabel,\n\n /**\n * Place label before or after the passed children.\n */\n labelPosition: _propTypes2.default.oneOf(['before', 'after']),\n\n /**\n * Override the inline-styles of the button's label element.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the button.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the element is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the element.\n * @param {boolean} isKeyboardFocused Indicates whether the element is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * If true, colors button according to\n * primaryTextColor from the Theme.\n */\n primary: _propTypes2.default.bool,\n\n /**\n * Color for the ripple after button is clicked.\n */\n rippleColor: _propTypes2.default.string,\n\n /**\n * If true, colors button according to secondaryTextColor from the theme.\n * The primary prop has precendent if set to true.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = FlatButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-

runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var baseTheme = context.muiTheme.baseTheme;\n return {\n root: {\n position: 'relative',\n paddingLeft: baseTheme.spacing.desktopGutterLess,\n paddingRight: baseTheme.spacing.desktopGutterLess,\n verticalAlign: 'middle'\n }\n };\n}\n\nvar FlatButtonLabel = function (_Component) {\n (0, _inherits3.default)(FlatButtonLabel, _Component);\n\n function FlatButtonLabel() {\n (0, _classCallCheck3.default)(this, FlatButtonLabel);\n return (0, _possibleConstructorReturn3.default)(this, (FlatButtonLabel.__proto__ || (0, _getPrototypeOf2.default)(FlatButtonLabel)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(FlatButtonLabel, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n label = _props.label,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, label);\n }\n }]);\n return FlatButtonLabel;\n}(_react.Component);\n\nFlatButtonLabel.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFlatButtonLabel.propTypes = process.env.NODE_ENV !== \"production\" ? {\n label: _propTypes2.default.node,\n style: _propTypes2.default.object\n} : {};\nexports.default = FlatButtonLabel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar _DayButton = require('./DayButton');\n\nvar _DayButton2 = _interopRequireDefault(_DayButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n root: {\n display: 'flex',\n flexDirection: 'column',\n justifyContent: 'flex-start',\n fontWeight: 400,\n height: 228,\n lineHeight: 2,\n position: 'relative',\n textAlign: 'center',\n MozPaddingStart: 0\n },\n week: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'space-around',\n height: 34,\n marginBottom: 2\n }\n};\n\nvar CalendarMonth = function (_Component) {\n (0, _inherits3.default)(CalendarMonth, _Component);\n\n function CalendarMonth() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, CalendarMonth);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0, _getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickDay = function (event, date) {\n if (_this.props.onClickDay) {\n _this.props.onClickDay(event, date);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarMonth, [{\n key: 'isSelectedDateDisabled',\n value: function isSelectedDateDisabled() {\n return this.selectedDateDisabled;\n }\n }, {\n key: 'shouldDisableDate',\n value: function shouldDisableDate(day) {\n if (day === null) return false;\n var disabled = !(0, _dateUtils.isBetweenDates)(day, this.props.minDate,

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this.props.maxDate);\n      if (!disabled && this.props.shouldDisableDate) disabled =
this.props.shouldDisableDate(day);\n      return disabled;\n    }\n  }, {\n    key: 'getWeekElements',\n    value:
function
 getWeekElements() {\n      var _this2 = this;\n\n      var weekArray =
this.props.utils.getWeekArray(this.props.displayDate, this.props.firstDayOfWeek);\n      return
weekArray.map(function (week, i) {\n        return _react2.default.createElement('div', {\n          key: i,\n          style:
styles.week\n        }, _this2.getDayElements(week, i));\n      }, this);\n    }\n  }, {\n    key: 'getDayElements',\n
value: function getDayElements(week, i) {\n      var _this3 = this;\n\n      var _props = this.props,\n
DateTimeFormat = _props.DateTimeFormat,\n          locale = _props.locale,\n          selectedDate =
_props.selectedDate;\n      return week.map(function (day, j) {\n        var isSameDate = (0,
_dateUtils.isEqualDate)(selectedDate, day);\n\n        var disabled = _this3.shouldDisableDate(day);\n\n        var
selected = !disabled && isSameDate;\n\n        if (isSameDate) {\n          _this3.selectedDateDisabled = disabled;\n
  }\n\n        return _react2.default.createElement(_DayButton2.default,
 {\n          DateTimeFormat: DateTimeFormat,\n          locale: locale,\n          date: day,\n          disabled: disabled,\n
    key: 'db' + (i + j),\n          onClick: _this3.handleClickDay,\n          selected: selected\n        });\n      }, this);\n
}\n  }, {\n    key: 'render',\n    value: function render() {\n      return _react2.default.createElement('div', {\n
style: styles.root\n      }, this.getWeekElements());\n    }\n  }]);\n  return
CalendarMonth;\n}(_react.Component);\n\nCalendarMonth.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n  autoOk:
_propTypes2.default.bool,\n  displayDate: _propTypes2.default.object.isRequired,\n  firstDayOfWeek:
_propTypes2.default.number,\n  locale: _propTypes2.default.string.isRequired,\n  maxDate:
_propTypes2.default.object,\n  minDate: _propTypes2.default.object,\n  onClickDay: _propTypes2.default.func,\n
selectedDate:
 _propTypes2.default.object.isRequired,\n  shouldDisableDate: _propTypes2.default.func,\n  utils:
_propTypes2.default.object.isRequired\n} : {};\nexports.default = CalendarMonth;'","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2
 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _dateUtils = require('./dateUtils');\n\nvar
_EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var date =
props.date,\n      disabled = props.disabled,\n      selected
 = props.selected;\n  var hover = state.hover;\n  var _context$muiTheme = context.muiTheme,\n      baseTheme =
_context$muiTheme.baseTheme,\n      datePicker = _context$muiTheme.datePicker;\n  var labelColor =
baseTheme.palette.textColor;\n  var buttonStateOpacity = 0;\n  var buttonStateTransform = 'scale(0)';\n\n  if (hover ||
selected) {\n    labelColor = datePicker.selectTextColor;\n    buttonStateOpacity = selected ? 1 : 0.6;\n
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buttonStateTransform = 'scale(1)';\n } else if ((0, _dateUtils.isEqualDate)(date, new Date())) {\n labelColor = datePicker.color;\n }\n\n return {\n root: {\n boxSizing: 'border-box',\n fontWeight: '400',\n opacity: disabled && '0.4',\n padding: '4px 0px',\n position: 'relative',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n width: 42\n },\n label: {\n color: labelColor,\n fontWeight: '400',\n position: 'relative'\n },\n buttonState: {\n backgroundColor: datePicker.selectColor,\n borderRadius: '50%',\n height: 34,\n left: 4,\n opacity: buttonStateOpacity,\n position: 'absolute',\n top: 0,\n transform: buttonStateTransform,\n transition: _transitions2.default.easeOut(),\n width: 34\n }\n };\n}\n\nvar DayButton = function (_Component) {\n (0, _inherits3.default)(DayButton, _Component);\n\n function DayButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, DayButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DayButton.__proto__ || (0, _getPrototypeOf2.default)(DayButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hover: false\n }, _this.handleMouseEnter = function () {\n if (!_this.props.disabled) {\n _this.setState({\n hover: true\n });\n }\n }, _this.handleMouseLeave = function () {\n if (!_this.props.disabled) {\n _this.setState({\n hover: false\n });\n }\n }, _this.handleClick = function (event) {\n if (!_this.props.disabled && _this.props.onClick) {\n _this.props.onClick(event, _this.props.date);\n }\n }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n if (!_this.props.disabled && _this.props.onKeyboardFocus) {\n _this.props.onKeyboardFocus(event, keyboardFocused, _this.props.date);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(DayButton, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n date = _props.date,\n disabled = _props.disabled,\n locale = _props.locale,\n onClick = _props.onClick,\n selected = _props.selected,\n other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'date', 'disabled', 'locale', 'onClick', 'selected']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return date ? _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n disabled: disabled,\n disableFocusRipple: true,\n disableTouchRipple: true,\n onKeyboardFocus: this.handleKeyboardFocus,\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n onClick: this.handleClick,\n style: styles.root\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.buttonState)\n }), _react2.default.createElement('span', {\n style: prepareStyles(styles.label)\n }, new DateTimeFormat(locale, {\n day: 'numeric'\n }).format(date))) : _react2.default.createElement('span', {\n style: prepareStyles(styles.root)\n });\n }\n }]);\n return DayButton;\n}(_react.Component);\n\nDayButton.defaultProps = {\n selected: false,\n disabled: false\n};\nDayButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDayButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n date: _propTypes2.default.object,\n disabled: _propTypes2.default.bool,\n locale: _propTypes2.default.string.isRequired,\n onClick: _propTypes2.default.func,\n onKeyboardFocus: _propTypes2.default.func,\n selected: _propTypes2.default.bool\n} : {};\nexports.default = DayButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-

runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _YearButton = require('./YearButton');\n\nvar _YearButton2 = _interopRequireDefault(_YearButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar CalendarYear = function (_Component) {\n (0, _inherits3.default)(CalendarYear, _Component);\n\n function CalendarYear() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, CalendarYear);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarYear.__proto__ || (0, _getPrototypeOf2.default)(CalendarYear)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickYear = function (event, year) {\n if (_this.props.onClickYear) {\n _this.props.onClickYear(event, year);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarYear, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.scrollToSelectedYear();\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n this.scrollToSelectedYear();\n }\n }, {\n key: 'getYears',\n value: function getYears() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n locale = _props.locale,\n minDate = _props.minDate,\n maxDate = _props.maxDate,\n selectedDate = _props.selectedDate,\n utils = _props.utils;\n var minYear = utils.getYear(minDate);\n var maxYear = utils.getYear(maxDate);\n var years = [];\n\n for (var year = minYear; year <= maxYear; year++) {\n var selected = utils.getYear(selectedDate) === year;\n var selectedProps = {};\n\n if (selected) {\n selectedProps.ref = 'selectedYearButton';\n }\n\n var yearFormated = new DateTimeFormat(locale, {\n year: 'numeric'\n }).format(utils.setYear(selectedDate, year));\n\n var yearButton = _react2.default.createElement(_YearButton2.default, (0, _extends3.default)({\n key: 'yb' + year,\n onClick: this.handleClickYear,\n selected: selected,\n year: year,\n utils: utils\n }, selectedProps), yearFormated);\n\n years.push(yearButton);\n }\n\n return years;\n }\n }, {\n key: 'scrollToSelectedYear',\n value: function scrollToSelectedYear() {\n if (this.refs.selectedYearButton === undefined) {\n return;\n }\n\n var container = _reactDom2.default.findDOMNode(this);\n\n var yearButtonNode = _reactDom2.default.findDOMNode(this.refs.selectedYearButton);\n\n var containerHeight = container.clientHeight;\n var yearButtonNodeHeight = yearButtonNode.clientHeight || 32;\n var scrollYOffset = yearButtonNode.offsetTop + yearButtonNodeHeight / 2 - containerHeight / 2;\n container.scrollTop = scrollYOffset;\n }\n }, {\n key: 'render',\n value: function render() {\n var _context$muiTheme = this.context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n calendarYearBackgroundColor = _context$muiTheme.datePicker.calendarYearBackgroundColor;\n var styles = {\n root: {\n backgroundColor: calendarYearBackgroundColor,\n height: 'inherit',\n lineHeight: '35px',\n overflowX: 'hidden',\n overflowY: 'scroll',\n position: 'relative'\n },\n child: {\n display: 'flex',\n flexDirection: 'column',\n justifyContent: 'center',\n minHeight: '100%'\n }\n };\n return _react2.default.createElement('div', {\n style: prepareStyles(styles.root)\n }, _react2.default.createElement('div', {\n style: prepareStyles(styles.child)\n }, this.getYears()));\n }\n }]);\n return CalendarYear;\n}(_react.Component);\n\nCalendarYear.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCalendarYear.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n locale: _propTypes2.default.string.isRequired,\n maxDate: _propTypes2.default.object.isRequired,\n minDate: _propTypes2.default.object.isRequired,\n onClickYear: _propTypes2.default.func,\n selectedDate: _propTypes2.default.object.isRequired,\n utils: _propTypes2.default.object.isRequired,\n wordings:

_propTypes2.default.object\n} : {};\nexports.default = CalendarYear;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3
 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton
 = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var selected = props.selected,\n   year = props.year,\n   utils = props.utils;\n var _context$muiTheme = context.muiTheme,\n   baseTheme = _context$muiTheme.baseTheme,\n   datePicker = _context$muiTheme.datePicker;\n var hover = state.hover;\n return {\n   root: {\n   boxSizing: 'border-box',\n   color: year === utils.getYear(new Date()) && datePicker.color,\n   display: 'block',\n   fontSize: 14,\n   margin: '0 auto',\n   position: 'relative',\n   textAlign: 'center',\n   lineHeight: 'inherit',\n   WebkitTapHighlightColor: 'rgba(0,0,0,0)' // Remove mobile color flashing (deprecated)\n\n   },\n   label: {\n   alignSelf: 'center',\n   color: hover || selected ? datePicker.color
 : baseTheme.palette.textColor,\n   fontSize: selected ? 26 : 17,\n   fontWeight: hover ? 450 : selected ? 500 : 400,\n   position: 'relative',\n   top: -1\n   }\n };\n}\n\nvar YearButton = function (_Component) {\n (0, _inherits3.default)(YearButton, _Component);\n\n function YearButton() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, YearButton);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = YearButton.__proto__ || (0, _getPrototypeOf2.default)(YearButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   hover: false\n   }, _this.handleMouseEnter = function () {\n   _this.setState({\n   hover: true\n   });\n   }, _this.handleMouseLeave = function () {\n   _this.setState({\n   hover: false\n   });\n   }, _this.handleClick = function (event) {\n   if (_this.props.onClick) {\n   _this.props.onClick(event, _this.props.year);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(YearButton, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   className = _props.className,\n   onClick = _props.onClick,\n   selected = _props.selected,\n   year = _props.year,\n   utils = _props.utils,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'onClick', 'selected', 'year', 'utils']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context, this.state);\n   return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n   disableFocusRipple: true,\n   disableTouchRipple:
 true,\n   onMouseEnter: this.handleMouseEnter,\n   onMouseLeave: this.handleMouseLeave,\n   onClick: this.handleClick,\n   style: styles.root\n   }), _react2.default.createElement('span', {\n   style: prepareStyles(styles.label)\n   }, children));\n   }\n }]);\n return YearButton;\n}(_react.Component);\n\nYearButton.defaultProps = {\n selected: false\n};\nYearButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nYearButton.propTypes = process.env.NODE_ENV !== \"production\" ?

{\n children: _propTypes2.default.node.isRequired,\n\n /**\n   * The css class name of the root element.\n   */\n className: _propTypes2.default.string,\n onClick: _propTypes2.default.func,\n selected: _propTypes2.default.bool,\n utils: _propTypes2.default.object.isRequired,\n year: _propTypes2.default.number.isRequired\n} : {};\nexports.default = YearButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _chevronLeft = require('../svg-icons/navigation/chevron-left');\n\nvar _chevronLeft2 = _interopRequireDefault(_chevronLeft);\n\nvar _chevronRight = require('../svg-icons/navigation/chevron-right');\n\nvar _chevronRight2 = _interopRequireDefault(_chevronRight);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar _SlideIn2 = _interopRequireDefault(_SlideIn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar styles = {\n root: {\n   display: 'flex',\n   justifyContent: 'space-between',\n   backgroundColor: 'inherit',\n   height: 48\n },\n titleDiv: {\n   fontSize: 14,\n   fontWeight: '500',\n   textAlign: 'center',\n   width: '100%'\n },\n titleText: {\n   height: 'inherit',\n   paddingTop: 12\n }\n};\n\nvar CalendarToolbar = function (_Component) {\n (0, _inherits3.default)(CalendarToolbar, _Component);\n\n function CalendarToolbar() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, CalendarToolbar);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarToolbar.__proto__ || (0, _getPrototypeOf2.default)(CalendarToolbar)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   transitionDirection: 'up'\n   }, _this.handleClickPrevMonth = function () {\n   if (_this.props.onMonthChange) {\n   _this.props.onMonthChange(-1);\n   }\n   }, _this.handleClickNextMonth = function () {\n   if (_this.props.onMonthChange) {\n   _this.props.onMonthChange(1);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarToolbar, [{\n   key: 'componentWillReceiveProps',\n   value: function componentWillReceiveProps(nextProps) {\n   if (nextProps.displayDate !== this.props.displayDate) {\n   var nextDirection = this.context.muiTheme.isRtl ? 'right' : 'left';\n   var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';\n   var direction = nextProps.displayDate > this.props.displayDate ? nextDirection : prevDirection;\n   this.setState({\n   transitionDirection: direction\n   });\n   }\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   DateTimeFormat = _props.DateTimeFormat,\n   locale = _props.locale,\n   displayDate = _props.displayDate;\n   var dateTimeFormatted = new DateTimeFormat(locale, {\n   month: 'long',\n   year: 'numeric'\n   }).format(displayDate);\n   var nextButtonIcon = this.context.muiTheme.isRtl ? _react2.default.createElement(_chevronLeft2.default, null) : _react2.default.createElement(_chevronRight2.default, null);\n   var prevButtonIcon = this.context.muiTheme.isRtl\n   ? _react2.default.createElement(_chevronRight2.default, null) : _react2.default.createElement(_chevronLeft2.default, null);\n   return _react2.default.createElement('div', {\n   style: styles.root\n   }, _react2.default.createElement(_IconButton2.default, {\n   disabled: !this.props.prevMonth,\n   onClick: this.handleClickPrevMonth\n   }, prevButtonIcon), _react2.default.createElement(_SlideIn2.default, {\n   direction: this.state.transitionDirection,\n   style:

styles.titleDiv\n }, _react2.default.createElement('div', {\n key: dateTimeFormatted,\n style: styles.titleText\n }, dateTimeFormatted)), _react2.default.createElement(_IconButton2.default, {\n disabled: !this.props.nextMonth,\n onClick: this.handleClickNextMonth\n }, nextButtonIcon));\n }\n]);\n return CalendarToolbar;\n}(_react.Component);\n\nCalendarToolbar.defaultProps = {\n nextMonth: true,\n prevMonth: true\n};\nCalendarToolbar.contextTypes
= {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCalendarToolbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n displayDate: _propTypes2.default.object.isRequired,\n locale: _propTypes2.default.string.isRequired,\n nextMonth: _propTypes2.default.bool,\n onMonthChange: _propTypes2.default.func,\n prevMonth: _propTypes2.default.bool\n} : {};\nexports.default = CalendarToolbar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationChevronLeft = function NavigationChevronLeft(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M15.41 7.41L14 6l-6 6 6 6 1.41-1.41L10.83 12z'\n }));\n};\n\nNavigationChevronLeft = (0, _pure2.default)(NavigationChevronLeft);\nNavigationChevronLeft.displayName = 'NavigationChevronLeft';\nNavigationChevronLeft.muiName = 'SvgIcon';\n\nexports.default = NavigationChevronLeft;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationChevronRight = function NavigationChevronRight(props) {\n return _react2.default.createElement(_SvgIcon2.default,
props, _react2.default.createElement('path', {\n d: 'M10 6L8.59 7.41 13.17 12l-4.58 4.59L10 18l6-6z'\n }));\n};\n\nNavigationChevronRight = (0, _pure2.default)(NavigationChevronRight);\nNavigationChevronRight.displayName = 'NavigationChevronRight';\nNavigationChevronRight.muiName = 'SvgIcon';\n\nexports.default = NavigationChevronRight;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar

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 _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar SlideInChild = function (_Component) {\n  (0, _inherits3.default)(SlideInChild, _Component);\n\n  function SlideInChild() {\n    (0, _classCallCheck3.default)(this, SlideInChild);\n    return (0, _possibleConstructorReturn3.default)(this, (SlideInChild.__proto__ || (0, _getPrototypeOf2.default)(SlideInChild)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(SlideInChild, [{\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      clearTimeout(this.enterTimer);\n      clearTimeout(this.leaveTimer);\n    }\n  }, {\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n      var style = _reactDom2.default.findDOMNode(this).style;\n\n      var x = this.props.direction === 'left' ? '100%' : this.props.direction === 'right'
 ? '-100%' : '0';\n      var y = this.props.direction === 'up' ? '100%' : this.props.direction === 'down' ? '-100%' : '0';\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n      this.enterTimer = setTimeout(callback, this.props.enterDelay);\n    }\n  }, {\n    key: 'componentDidEnter',\n    value: function componentDidEnter() {\n      var style = _reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '1';\n\n      _autoPrefix2.default.set(style, 'transform', 'translate(0,0)');\n    }\n  }, {\n    key: 'componentWillLeave',\n    value: function componentWillLeave(callback) {\n      var style = _reactDom2.default.findDOMNode(this).style;\n\n      var direction = this.props.getLeaveDirection();\n      var x = direction === 'left' ? '-100%' : direction === 'right' ? '100%' : '0';\n      var y = direction === 'up' ? '-100%' : direction === 'down' ? '100%' : '0';\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n      this.leaveTimer = setTimeout(callback, 450);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          enterDelay = _props.enterDelay,\n          getLeaveDirection = _props.getLeaveDirection,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'getLeaveDirection', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        position: 'absolute',\n        height: '100%',\n        width: '100%',\n        top: 0,\n        left: 0,\n        transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])\n      }, style);\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style: prepareStyles(mergedRootStyles)\n      }), children);\n    }\n  }]);\n  return SlideInChild;\n}(_react.Component);\n\nSlideInChild.defaultProps = {\n  enterDelay: 0\n};\nSlideInChild.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nSlideInChild.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  children: _propTypes2.default.node,\n  direction: _propTypes2.default.string,\n  enterDelay: _propTypes2.default.number,\n  // This callback is needed bacause the direction could change when leaving the DOM\n  getLeaveDirection: _propTypes2.default.func.isRequired,\n  style: _propTypes2.default.object\n} : {};\nexports.default = SlideInChild;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar
 _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
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_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar
 _transitions2 = _interopRequireDefault(_transitions);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar
_SlideIn2 = _interopRequireDefault(_SlideIn);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var datePicker =
context.muiTheme.datePicker;\n  var selectedYear = state.selectedYear;\n  var isLandscape = props.mode ===
'landscape';\n  var styles = {\n    root: {\n      width: isLandscape ? 165 : '100%',\n      height: isLandscape ? 330 :
'auto',\n      float: isLandscape ? 'left' : 'none',\n      fontWeight: 700,\n      display: 'inline-block',\n
backgroundColor: datePicker.headerColor,\n      borderTopLeftRadius: 2,\n      borderTopRightRadius: isLandscape
? 0 : 2,\n      borderBottomLeftRadius: isLandscape ? 2 : 0,\n      color: datePicker.textColor,\n      padding: 20,\n
boxSizing: 'border-box'\n    },\n    monthDay: {\n      display: 'block',\n
   fontSize: 36,\n      lineHeight: '36px',\n      height: props.mode === 'landscape' ? '100%' : 38,\n      opacity:
selectedYear ? 0.7 : 1,\n      transition: _transitions2.default.easeOut(),\n      width: '100%',\n      fontWeight: '500'\n
},\n    monthDayTitle: {\n      cursor: !selectedYear ? 'default' : 'pointer',\n      width: '100%',\n      display: 'block'\n
},\n    year: {\n      margin: 0,\n      fontSize: 16,\n      fontWeight: '500',\n      lineHeight: '16px',\n      height: 16,\n
opacity: selectedYear ? 1 : 0.7,\n      transition: _transitions2.default.easeOut(),\n      marginBottom: 10\n    },\n
yearTitle: {\n      cursor: props.disableYearSelection || selectedYear ? 'default' : 'pointer'\n    }\n  };\n  return
styles;\n}\n\nvar DateDisplay = function (_Component) {\n  (0, _inherits3.default)(DateDisplay, _Component);\n\n
function DateDisplay() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
DateDisplay);\n\n    for
 (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] =
arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
DateDisplay.__proto__ || (0, _getPrototypeOf2.default)(DateDisplay)).call.apply(_ref, [this].concat(args))), _this),
_this.state = {\n      selectedYear: false,\n      transitionDirection: 'up'\n    }, _this.handleClickMonthDay = function
() {\n      if (_this.props.onClickMonthDay && _this.state.selectedYear) {\n        _this.props.onClickMonthDay();\n
  }\n\n      _this.setState({\n        selectedYear: false\n      });\n    }, _this.handleClickYear = function () {\n      if
(_this.props.onClickYear && !_this.props.disableYearSelection && !_this.state.selectedYear) {\n
_this.props.onClickYear();\n      }\n\n      if (!_this.props.disableYearSelection) {\n        _this.setState({\n
selectedYear: true\n        });\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this,
 _ret);\n  }\n\n  (0, _createClass3.default)(DateDisplay, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      if (!this.props.monthDaySelected) {\n        this.setState({\n          selectedYear: true\n
      });\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (nextProps.selectedDate !== this.props.selectedDate) {\n        var
direction = nextProps.selectedDate > this.props.selectedDate ? 'up' : 'down';\n        this.setState({\n
transitionDirection: direction\n        });\n      }\n\n      if (nextProps.monthDaySelected !== undefined) {\n
this.setState({\n          selectedYear: !nextProps.monthDaySelected\n        });\n      }\n    }\n  }, {\n    key: 'render',\n
value: function render() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n
disableYearSelection = _props.disableYearSelection,\n
          locale = _props.locale,\n          mode = _props.mode,\n          monthDaySelected =
_props.monthDaySelected,\n          onClickMonthDay = _props.onClickMonthDay,\n          onClickYear =
_props.onClickYear,\n          selectedDate = _props.selectedDate,\n          style = _props.style,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'disableYearSelection', 'locale', 'mode',
'monthDaySelected', 'onClickMonthDay', 'onClickYear', 'selectedDate', 'style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var year =
new DateTimeFormat(locale, {\n        year: 'numeric'\n      }).format(selectedDate);\n      var dateTime = new
DateTimeFormat(locale, {\n        month: 'short',\n        weekday: 'short',\n        day: '2-digit'\n
}).format(selectedDate);\n      return _react2.default.createElement('div', (0, _extends3.default)({},
 other, {\n        style: prepareStyles(styles.root, style)\n      }), _react2.default.createElement(_SlideIn2.default, {\n
  style: styles.year,\n        direction: this.state.transitionDirection\n      }, _react2.default.createElement('div', {\n
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key: year,\n style: styles.yearTitle,\n onClick: this.handleClickYear\n }, year)),\n _react2.default.createElement(_SlideIn2.default, {\n style: styles.monthDay,\n direction: this.state.transitionDirection\n }, _react2.default.createElement('div', {\n key: dateTime,\n onClick: this.handleClickMonthDay,\n style: styles.monthDayTitle\n }, dateTime)));\n }\n }]);\n return DateDisplay;\n}(_react.Component);\n\nDateDisplay.defaultProps = {\n disableYearSelection: false,\n monthDaySelected: true\n};\nDateDisplay.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDateDisplay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n disableYearSelection: _propTypes2.default.bool,\n locale: _propTypes2.default.string.isRequired,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n monthDaySelected: _propTypes2.default.bool,\n onClickMonthDay: _propTypes2.default.func,\n onClickYear: _propTypes2.default.func,\n selectedDate: _propTypes2.default.object.isRequired,\n style: _propTypes2.default.object\n} : {};\nexports.default = DateDisplay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Overlay = require('../internal/Overlay');\n\nvar _Overlay2 = _interopRequireDefault(_Overlay);\n\nvar _RenderToLayer = require('../internal/RenderToLayer');\n\nvar _RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar TransitionItem = function (_Component) {\n (0, _inherits3.default)(TransitionItem, _Component);\n\n function TransitionItem() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TransitionItem);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TransitionItem.__proto__ || (0, _getPrototypeOf2.default)(TransitionItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n style: {}\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TransitionItem, [{\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.enterTimeout);\n clearTimeout(this.leaveTimeout);\n }\n }, {\n key: 'componentWillEnter',\n value: function componentWillEnter(callback) {\n this.componentWillAppear(callback);\n }\n }, {\n key: 'componentWillAppear',\n

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value: function componentWillAppear(callback) {\n var spacing = this.context.muiTheme.baseTheme.spacing;\n this.setState({\n style: {\n opacity: 1,\n transform: 'translate(0, ' + spacing.desktopKeylineIncrement + 'px)'\n }\n });\n this.enterTimeout = setTimeout(callback, 450); // matches transition duration\n }\n }, {\n key: 'componentWillLeave',\n value: function componentWillLeave(callback) {\n this.setState({\n style: {\n opacity: 0,\n transform: 'translate(0, 0)'\n }\n });\n this.leaveTimeout = setTimeout(callback, 450); // matches transition duration\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n style = _props.style,\n children = _props.children,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'children']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({}, this.state.style, style))\n }), children);\n }\n }]);\n return TransitionItem;\n}(_react.Component);\n\nTransitionItem.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTransitionItem.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n style: _propTypes2.default.object\n} : {};\n\nfunction getStyles(props, context) {\n var autoScrollBodyContent = props.autoScrollBodyContent,\n open = props.open;\n var _context$muiTheme = context.muiTheme,\n _context$muiTheme$bas = _context$muiTheme.baseTheme,\n spacing = _context$muiTheme$bas.spacing,\n palette = _context$muiTheme$bas.palette,\n dialog = _context$muiTheme.dialog,\n zIndex = _context$muiTheme.zIndex;\n var gutter = spacing.desktopGutter;\n var borderScroll = '1px solid ' + palette.borderColor;\n\n return {\n root: {\n position: 'fixed',\n boxSizing: 'border-box',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n zIndex: zIndex.dialog,\n top: 0,\n left: open ? 0 : -10000,\n width: '100%',\n height: '100%',\n transition: open ? _transitions2.default.easeOut('0ms', 'left', '0ms') : _transitions2.default.easeOut('0ms', 'left', '450ms')\n },\n content: {\n boxSizing: 'border-box',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n transition: _transitions2.default.easeOut(),\n position: 'relative',\n width: '75%',\n maxWidth: spacing.desktopKeylineIncrement * 12,\n margin: '0 auto',\n zIndex: zIndex.dialog\n },\n actionsContainer: {\n boxSizing: 'border-box',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n padding: 8,\n width: '100%',\n textAlign: 'right',\n marginTop: autoScrollBodyContent ? -1 : 0\n },\n overlay: {\n zIndex: zIndex.dialogOverlay\n },\n title: {\n margin: 0,\n padding: gutter + 'px ' + gutter + 'px 20px ' + gutter + 'px',\n color: palette.textColor,\n fontSize: dialog.titleFontSize,\n lineHeight: '32px',\n fontWeight: 400,\n marginBottom: autoScrollBodyContent ? -1 : 0\n },\n body: {\n fontSize: dialog.bodyFontSize,\n color: dialog.bodyColor,\n padding: (props.title ? 0 : gutter) + 'px ' + gutter + 'px ' + gutter + 'px',\n boxSizing: 'border-box',\n overflowY: autoScrollBodyContent ? 'auto' : 'hidden',\n borderTop: autoScrollBodyContent ? borderScroll : 'none',\n borderBottom: autoScrollBodyContent ? borderScroll : 'none'\n }\n };\n}\n\nvar DialogInline = function (_Component2) {\n (0, _inherits3.default)(DialogInline, _Component2);\n\n function DialogInline() {\n var _ref2;\n\n var _temp2, _this2, _ret2;\n\n (0, _classCallCheck3.default)(this, DialogInline);\n\n for (var _len2 = arguments.length, args = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {\n args[_key2] = arguments[_key2];\n }\n\n return _ret2 = (_temp2 = (_this2 = (0, _possibleConstructorReturn3.default)(this, (_ref2 = DialogInline.__proto__ || (0, _getPrototypeOf2.default)(DialogInline)).call.apply(_ref2, [this].concat(args))), _this2), _this2.handleClickOverlay = function () {\n _this2.requestClose(false);\n }, _this2.handleKeyUp = function (event) {\n if ((0, _keycode2.default)(event) === 'esc') {\n _this2.requestClose(false);\n }\n }, _this2.handleResize = function () {\n _this2.positionDialog();\n }, _temp2), (0, _possibleConstructorReturn3.default)(_this2, _ret2);\n }\n\n (0, _createClass3.default)(DialogInline, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.positionDialog();\n
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  }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
this.positionDialog();\n    }\n  }, {\n    key: 'positionDialog',\n    value: function positionDialog() {\n      var _props2
= this.props,\n          actions = _props2.actions,\n          autoDetectWindowHeight =
_props2.autoDetectWindowHeight,\n          autoScrollBodyContent = _props2.autoScrollBodyContent,\n
bodyStyle = _props2.bodyStyle,\n          open = _props2.open,\n          repositionOnUpdate =
_props2.repositionOnUpdate,\n          title = _props2.title;\n\n      if (!open) {\n        return;\n      }\n\n      var
clientHeight = window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;\n\n
 var container = _reactDom2.default.findDOMNode(this);\n\n      var dialogWindow =
_reactDom2.default.findDOMNode(this.refs.dialogWindow);\n\n      var dialogContent =
_reactDom2.default.findDOMNode(this.refs.dialogContent);\n\n      var
 minPaddingTop = 16; // Reset the height in case the window was resized.\n\n      dialogWindow.style.height = '';\n
 dialogContent.style.height = '';\n      var dialogWindowHeight = dialogWindow.offsetHeight;\n      var paddingTop
= (clientHeight - dialogWindowHeight) / 2 - 64;\n      if (paddingTop < minPaddingTop) paddingTop =
minPaddingTop; // Vertically center the dialog window, but make sure it doesn't\n      // transition to that
position.\n\n      if (repositionOnUpdate || !container.style.paddingTop) {\n        container.style.paddingTop =
paddingTop + 'px';\n      } // Force a height if the dialog is taller than clientHeight\n\n\n      if
(autoDetectWindowHeight || autoScrollBodyContent) {\n        var styles = getStyles(this.props, this.context);\n
styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);\n        var maxDialogContentHeight =
clientHeight - 2 * 64;\n        if (title) maxDialogContentHeight -= dialogContent.previousSibling.offsetHeight;\n\n
        if (_react2.default.Children.count(actions)) {\n          maxDialogContentHeight -=
dialogContent.nextSibling.offsetHeight;\n        }\n\n        dialogContent.style.maxHeight = maxDialogContentHeight
+ 'px';\n\n        if (maxDialogContentHeight > dialogWindowHeight) {\n          dialogContent.style.borderBottom =
'none';\n          dialogContent.style.borderTop = 'none';\n        }\n      }\n    }\n  }, {\n    key: 'requestClose',\n    value:
function requestClose(buttonClicked) {\n      if (!buttonClicked && this.props.modal) {\n        return;\n      }\n\n
if (this.props.onRequestClose) {\n        this.props.onRequestClose(!!buttonClicked);\n      }\n    }\n  }, {\n    key:
'render',\n    value: function render() {\n      var _props3 = this.props,\n          actions = _props3.actions,\n
actionsContainerClassName = _props3.actionsContainerClassName,\n          actionsContainerStyle =
_props3.actionsContainerStyle,\n          bodyClassName = _props3.bodyClassName,\n
          bodyStyle = _props3.bodyStyle,\n          children = _props3.children,\n          className =
_props3.className,\n          contentClassName = _props3.contentClassName,\n          contentStyle =
_props3.contentStyle,\n          overlayClassName = _props3.overlayClassName,\n          overlayStyle =
_props3.overlayStyle,\n          open = _props3.open,\n          paperClassName = _props3.paperClassName,\n
paperProps = _props3.paperProps,\n          style = _props3.style,\n          titleClassName = _props3.titleClassName,\n
          titleStyle = _props3.titleStyle,\n          title = _props3.title;\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      styles.root = (0,
_simpleAssign2.default)(styles.root, style);\n      styles.content = (0, _simpleAssign2.default)(styles.content,
contentStyle);\n      styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);\n      styles.actionsContainer
 = (0, _simpleAssign2.default)(styles.actionsContainer, actionsContainerStyle);\n      styles.overlay = (0,
_simpleAssign2.default)(styles.overlay, overlayStyle);\n      styles.title = (0, _simpleAssign2.default)(styles.title,
titleStyle);\n\n      var actionsContainer = _react2.default.Children.count(actions) > 0 &&
_react2.default.createElement('div', {\n        className: actionsContainerClassName,\n        style:
prepareStyles(styles.actionsContainer)\n      }, _react2.default.Children.toArray(actions));\n\n      var titleElement =
title;\n\n      if (_react2.default.isValidElement(title)) {\n        titleElement = _react2.default.cloneElement(title, {\n
    className: title.props.className || titleClassName,\n          style: prepareStyles((0,
_simpleAssign2.default)(styles.title, title.props.style))\n        });\n      } else if (typeof title === 'string') {\n
titleElement = _react2.default.createElement('h3', {\n          className: titleClassName,\n          style:
 prepareStyles(styles.title)\n        }, title);\n      }\n\n      return _react2.default.createElement('div', {\n
className: className,\n        style: prepareStyles(styles.root)\n      }, open &&
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_react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp: this.handleKeyUp,\n onResize: this.handleResize\n }), _react2.default.createElement(_TransitionGroup2.default, {\n component: 'div',\n ref: 'dialogWindow',\n transitionAppear: true,\n transitionAppearTimeout: 450,\n transitionEnter: true,\n transitionEnterTimeout: 450\n }, open && _react2.default.createElement(TransitionItem, {\n className: contentClassName,\n style: styles.content\n }, _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n className: paperClassName,\n zDepth: 4\n }, paperProps), titleElement, _react2.default.createElement('div', {\n ref: 'dialogContent',\n className: bodyClassName,\n style: prepareStyles(styles.body)\n }, children), actionsContainer))), _react2.default.createElement(_Overlay2.default, {\n show: open,\n className: overlayClassName,\n style: styles.overlay,\n onClick: this.handleClickOverlay\n }));\n }\n }]);\n return DialogInline;\n}(_react.Component);\n\nDialogInline.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDialogInline.propTypes = process.env.NODE_ENV !== \"production\" ? {\n actions: _propTypes2.default.node,\n actionsContainerClassName: _propTypes2.default.string,\n actionsContainerStyle: _propTypes2.default.object,\n autoDetectWindowHeight: _propTypes2.default.bool,\n autoScrollBodyContent: _propTypes2.default.bool,\n bodyClassName: _propTypes2.default.string,\n bodyStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n className: _propTypes2.default.string,\n contentClassName: _propTypes2.default.string,\n contentStyle: _propTypes2.default.object,\n modal: _propTypes2.default.bool,\n onRequestClose: _propTypes2.default.func,\n open: _propTypes2.default.bool.isRequired,\n overlayClassName: _propTypes2.default.string,\n overlayStyle: _propTypes2.default.object,\n paperClassName: _propTypes2.default.string,\n paperProps: _propTypes2.default.object,\n repositionOnUpdate: _propTypes2.default.bool,\n style: _propTypes2.default.object,\n title: _propTypes2.default.node,\n titleClassName: _propTypes2.default.string,\n titleStyle: _propTypes2.default.object\n} : {};\n\nvar Dialog = function (_Component3) {\n (0, _inherits3.default)(Dialog, _Component3);\n\n function Dialog() {\n var _ref3;\n\n var _temp3, _this3, _ret3;\n\n (0, _classCallCheck3.default)(this, Dialog);\n\n for (var _len3 = arguments.length, args = Array(_len3), _key3 = 0; _key3 < _len3; _key3++) {\n args[_key3] = arguments[_key3];\n }\n\n return _ret3 = (_temp3 = (_this3 = (0, _possibleConstructorReturn3.default)(this, (_ref3 = Dialog.__proto__ || (0, _getPrototypeOf2.default)(Dialog)).call.apply(_ref3, [this].concat(args))), _this3), _this3.renderLayer = function () {\n return _react2.default.createElement(DialogInline, _this3.props);\n }, _temp3), (0, _possibleConstructorReturn3.default)(_this3, _ret3);\n }\n\n (0, _createClass3.default)(Dialog, [{\n key: 'render',\n value: function render() {\n return _react2.default.createElement(_RenderToLayer2.default, {\n render: this.renderLayer,\n open: true,\n useLayerForClickAway: false\n });\n }\n }]);\n return Dialog;\n}(_react.Component);\n\nDialog.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDialog.defaultProps = {\n autoDetectWindowHeight: true,\n autoScrollBodyContent: false,\n modal: false,\n repositionOnUpdate: true\n};\nDialog.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Action buttons to display below the Dialog content (`children`).\n * This property accepts either a React element, or an array of React elements.\n */\n actions: _propTypes2.default.node,\n\n /**\n * The `className` to add to the actions container's root element.\n */\n actionsContainerClassName: _propTypes2.default.string,\n\n /**\n * Overrides the inline-styles of the actions container's root element.\n */\n actionsContainerStyle: _propTypes2.default.object,\n\n /**\n * If set to true, the height of the `Dialog` will be auto detected. A max height\n * will be enforced so that the content does not extend beyond the viewport.\n */\n autoDetectWindowHeight: _propTypes2.default.bool,\n\n /**\n * If set to true, the body content of the `Dialog` will be scrollable.\n */\n autoScrollBodyContent: _propTypes2.default.bool,\n\n /**\n * The `className` to add to the content's root element under the title.\n */\n bodyClassName: _propTypes2.default.string,\n\n /**\n * Overrides
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the inline-styles of the content's root element under the title.\n */\n bodyStyle: _propTypes2.default.object,\n\n /**\n * The contents of the `Dialog`.\n */\n children: _propTypes2.default.node,\n\n /**\n * @ignore\n */\n className: _propTypes2.default.string,\n\n /**\n * The `className` to add to the content container.\n */\n contentClassName: _propTypes2.default.string,\n\n /**\n * Overrides the inline-styles of the content container.\n */\n contentStyle: _propTypes2.default.object,\n\n /**\n * Force the user to use one of the actions in the `Dialog`.\n * Clicking outside the `Dialog` will not trigger the `onRequestClose`.\n */\n modal: _propTypes2.default.bool,\n\n /**\n * Fired when the `Dialog` is requested to be closed by a click outside the `Dialog` or on the buttons.\n *\n * @param {bool} buttonClicked Determines whether a button click triggered this request.\n */\n onRequestClose: _propTypes2.default.func,\n\n /**\n * Controls whether the Dialog is opened or not.\n */\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * The `className` to add to the `Overlay` component that is rendered behind the `Dialog`.\n */\n overlayClassName: _propTypes2.default.string,\n\n /**\n * Overrides the inline-styles of the `Overlay` component that is rendered behind the `Dialog`.\n */\n overlayStyle: _propTypes2.default.object,\n\n /**\n * The CSS class name of the `Paper` element.\n */\n paperClassName: _propTypes2.default.string,\n\n /**\n * Properties applied to the `Paper` element.\n */\n paperProps: _propTypes2.default.object,\n\n /**\n * Determines whether the `Dialog` should be repositioned when it's contents are updated.\n */\n repositionOnUpdate: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The title to display on the `Dialog`. Could be number, string, element or an array containing these types.\n */\n title: _propTypes2.default.node,\n\n /**\n * The `className` to add to the title's root container element.\n */\n titleClassName: _propTypes2.default.string,\n\n /**\n * Overrides the inline-styles of the title's root container element.\n */\n titleStyle: _propTypes2.default.object\n} : {};\nexports.default = Dialog;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar originalBodyOverflow = null;\nvar lockingCounter = 0;\n\nvar AutoLockScrolling = function (_Component) {\n (0, _inherits3.default)(AutoLockScrolling, _Component);\n\n function AutoLockScrolling() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, AutoLockScrolling);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = AutoLockScrolling.__proto__ || (0, _getPrototypeOf2.default)(AutoLockScrolling)).call.apply(_ref, [this].concat(args))), _this), _this.locked = false, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(AutoLockScrolling, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n if (this.props.lock === true) {\n this.preventScrolling();\n }\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (this.props.lock !== nextProps.lock) {\n if (nextProps.lock) {\n this.preventScrolling();\n } else {\n this.allowScrolling();\n }\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.allowScrolling();\n } // force to only lock/unlock once\n\n }, {\n key: 'preventScrolling',\n value: function preventScrolling() {\n if (this.locked === true) {\n return;\n

}\n\n lockingCounter = lockingCounter + 1;\n this.locked = true; // only lock the first time the component is mounted.\n\n if (lockingCounter === 1) {\n var body = document.getElementsByTagName('body')[0];\n originalBodyOverflow = body.style.overflow;\n body.style.overflow = 'hidden';\n }\n }\n }, {\n key: 'allowScrolling',\n value: function allowScrolling() {\n if (this.locked === true) {\n lockingCounter = lockingCounter - 1;\n this.locked = false;\n }\n\n if (lockingCounter === 0 && originalBodyOverflow !== null) {\n var body = document.getElementsByTagName('body')[0];\n body.style.overflow = originalBodyOverflow || '';\n originalBodyOverflow = null;\n }\n }\n }, {\n key: 'render',\n value: function render() {\n return null;\n }\n }]);\n return AutoLockScrolling;\n}(_react.Component);\n\nAutoLockScrolling.propTypes = process.env.NODE_ENV !== \"production\"
? {\n lock: _propTypes2.default.bool.isRequired\n} : {};\nexports.default = AutoLockScrolling;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Overlay = require('../internal/Overlay');\n\nvar _Overlay2 = _interopRequireDefault(_Overlay);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar openNavEventHandler = null;\n\nvar Drawer = function (_Component) {\n (0, _inherits3.default)(Drawer, _Component);\n\n function Drawer() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Drawer);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Drawer.__proto__ || (0, _getPrototypeOf2.default)(Drawer)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickOverlay = function (event) {\n event.preventDefault();\n\n _this.close('clickaway');\n }, _this.handleKeyUp = function (event) {\n if (_this.state.open && !_this.props.docked && (0, _keycode2.default)(event) === 'esc') {\n _this.close('escape');\n }\n }, _this.onBodyTouchStart = function (event) {\n var swipeAreaWidth = _this.props.swipeAreaWidth;\n var touchStartX = _this.context.muiTheme.isRtl ? document.body.offsetWidth - event.touches[0].pageX : event.touches[0].pageX;\n var touchStartY = event.touches[0].pageY; // Open only if swiping from far left (or right) while closed\n\n if (swipeAreaWidth !== null && !_this.state.open) {\n if (_this.props.openSecondary) {\n // If openSecondary is true calculate from the far right\n if (touchStartX < document.body.offsetWidth - swipeAreaWidth) return;\n } else {\n // If openSecondary is false calculate from the far left\n if (touchStartX > swipeAreaWidth) return;\n }\n }\n\n if (!_this.state.open && (openNavEventHandler !== _this.onBodyTouchStart ||

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_this.props.disableSwipeToOpen)) {\n      return;\n    }\n\n    _this.maybeSwiping
 = true;\n    _this.touchStartX = touchStartX;\n    _this.touchStartY = touchStartY;\n
document.body.addEventListener('touchmove', _this.onBodyTouchMove);\n
document.body.addEventListener('touchend', _this.onBodyTouchEnd);\n
document.body.addEventListener('touchcancel', _this.onBodyTouchEnd);\n  }, _this.onBodyTouchMove =
function (event) {\n    var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.touches[0].pageX : event.touches[0].pageX;\n    var currentY = event.touches[0].pageY;\n\n    if
(_this.state.swiping) {\n      event.preventDefault();\n\n      _this.setPosition(_this.getTranslateX(currentX));\n
} else if (_this.maybeSwiping) {\n      var dXAbs = Math.abs(currentX - _this.touchStartX);\n      var dYAbs =
Math.abs(currentY - _this.touchStartY); // If the user has moved his thumb ten pixels in either direction,\n      // we
can safely make an assumption about whether he was intending\n      // to swipe or
 scroll.\n\n      var threshold = 10;\n\n      if (dXAbs > threshold && dYAbs <= threshold) {\n
_this.swipeStartX = currentX;\n\n        _this.setState({\n          swiping: _this.state.open ? 'closing' : 'opening'\n
 });\n\n        _this.setPosition(_this.getTranslateX(currentX));\n      } else if (dXAbs <= threshold && dYAbs >
threshold) {\n        _this.onBodyTouchEnd();\n      }\n    }\n  }, _this.onBodyTouchEnd = function (event) {\n
 if (_this.state.swiping) {\n      var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.changedTouches[0].pageX : event.changedTouches[0].pageX;\n\n      var translateRatio =
_this.getTranslateX(currentX) / _this.getMaxTranslateX();\n\n      _this.maybeSwiping = false;\n      var swiping =
_this.state.swiping;\n\n      _this.setState({\n        swiping: null\n      }); // We have to open or close after setting
swiping to null,\n      // because only then CSS transition
 is enabled.\n\n\n      if (translateRatio > 0.5) {\n        if (swiping === 'opening') {\n
_this.setPosition(_this.getMaxTranslateX());\n        } else {\n          _this.close('swipe');\n        }\n      } else {\n
    if (swiping === 'opening') {\n          _this.open('swipe');\n        } else {\n          _this.setPosition(0);\n
}\n      }\n    } else {\n      _this.maybeSwiping = false;\n    }\n\n    _this.removeBodyTouchListeners();\n  },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Drawer, [{\n
key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.maybeSwiping = false;\n
this.touchStartX = null;\n      this.touchStartY = null;\n      this.swipeStartX = null;\n      this.setState({\n        open:
this.props.open !== null ? this.props.open : this.props.docked,\n        swiping: null\n      });\n    }\n  }, {\n    key:
'componentDidMount',\n
    value: function componentDidMount() {\n      this.enableSwipeHandling();\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      // If controlled
then the open prop takes precedence.\n      if (nextProps.open !== null) {\n        this.setState({\n          open:
nextProps.open\n        }); // Otherwise, if docked is changed, change the open state for when uncontrolled.\n      }
else if (this.props.docked !== nextProps.docked) {\n        this.setState({\n          open: nextProps.docked\n        });\n
  }\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
this.enableSwipeHandling();\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      this.disableSwipeHandling();\n      this.removeBodyTouchListeners();\n    }\n  },
{\n    key: 'getStyles',\n    value: function getStyles() {\n      var muiTheme = this.context.muiTheme;\n
    var theme = muiTheme.drawer;\n      var x = this.getTranslateMultiplier() * (this.state.open ? 0 :
this.getMaxTranslateX());\n      var styles = {\n        root: {\n          height: '100%',\n          width:
this.getTranslatedWidth() || theme.width,\n          position: 'fixed',\n          zIndex: muiTheme.zIndex.drawer,\n
left: 0,\n          top: 0,\n          transform: 'translate(' + x + 'px, 0)',\n          transition: !this.state.swiping &&
_transitions2.default.easeOut(null, 'transform', null),\n          backgroundColor: theme.color,\n          overflow:
'auto',\n          WebkitOverflowScrolling: 'touch' // iOS momentum scrolling\n\n        },\n        overlay: {\n
zIndex: muiTheme.zIndex.drawerOverlay,\n          pointerEvents: this.state.open ? 'auto' : 'none' // Bypass mouse
events when left nav is closing.\n\n        },\n        rootWhenOpenRight: {\n          left: 'auto',\n          right: 0\n        }\n
    };\n      return styles;\n    }\n  },
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{\n    key: 'shouldShow',\n    value: function shouldShow() {\n      return this.state.open || !!this.state.swiping; // component is swiping\n    }\n  }, {\n    key: 'close',\n    value: function close(reason) {\n      if (this.props.open === null) this.setState({\n        open: false\n      });\n      if (this.props.onRequestChange) this.props.onRequestChange(false, reason);\n      return this;\n    }\n  }, {\n    key: 'open',\n    value: function open(reason) {\n      if (this.props.open === null) this.setState({\n        open: true\n      });\n      if (this.props.onRequestChange) this.props.onRequestChange(true, reason);\n      return this;\n    }\n  }, {\n    key: 'getTranslatedWidth',\n    value: function getTranslatedWidth() {\n      if (typeof this.props.width === 'string') {\n        if (!/^\\d+(\\.\\d+)?%$/.test(this.props.width)) {\n          throw new Error('Not a valid percentage format.');\n        }\n\n        var width = parseFloat(this.props.width) / 100.0; // We are doing our best on the Server to render a consistent UI, hence the\n        // default value of 10000\n\n        return typeof window !== 'undefined' ? width * window.innerWidth : 10000;\n      } else {\n        return this.props.width;\n      }\n    }\n  }, {\n    key: 'getMaxTranslateX',\n    value: function getMaxTranslateX() {\n      var width = this.getTranslatedWidth() || this.context.muiTheme.drawer.width;\n      return width + 10;\n    }\n  }, {\n    key: 'getTranslateMultiplier',\n    value: function getTranslateMultiplier() {\n      return this.props.openSecondary ? 1 : -1;\n    }\n  }, {\n    key: 'enableSwipeHandling',\n    value: function enableSwipeHandling() {\n      if (!this.props.docked) {\n        document.body.addEventListener('touchstart', this.onBodyTouchStart);\n\n        if (!openNavEventHandler) {\n          openNavEventHandler = this.onBodyTouchStart;\n        }\n      } else {\n        this.disableSwipeHandling();\n      }\n    }\n  }, {\n    key: 'disableSwipeHandling',\n    value: function disableSwipeHandling() {\n      document.body.removeEventListener('touchstart', this.onBodyTouchStart);\n\n      if (openNavEventHandler === this.onBodyTouchStart) {\n        openNavEventHandler = null;\n      }\n    }\n  }, {\n    key: 'removeBodyTouchListeners',\n    value: function removeBodyTouchListeners() {\n      document.body.removeEventListener('touchmove', this.onBodyTouchMove);\n      document.body.removeEventListener('touchend', this.onBodyTouchEnd);\n      document.body.removeEventListener('touchcancel', this.onBodyTouchEnd);\n    }\n  }, {\n    key: 'setPosition',\n    value: function setPosition(translateX) {\n      var rtlTranslateMultiplier = this.context.muiTheme.isRtl ? -1 : 1;\n\n      var drawer = _reactDom2.default.findDOMNode(this.refs.clickAwayableElement);\n\n      var transformCSS = 'translate(' + this.getTranslateMultiplier() * rtlTranslateMultiplier * translateX + 'px, 0)';\n      this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());\n\n      _autoPrefix2.default.set(drawer.style, 'transform', transformCSS);\n    }\n  }, {\n    key: 'getTranslateX',\n    value: function getTranslateX(currentX) {\n      return Math.min(Math.max(this.state.swiping === 'closing' ? this.getTranslateMultiplier() * (currentX - this.swipeStartX) : this.getMaxTranslateX() - this.getTranslateMultiplier() * (this.swipeStartX - currentX), 0), this.getMaxTranslateX());\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          className = _props.className,\n          containerClassName = _props.containerClassName,\n          containerStyle = _props.containerStyle,\n          docked = _props.docked,\n          openSecondary = _props.openSecondary,\n          overlayClassName = _props.overlayClassName,\n          overlayStyle = _props.overlayStyle,\n          style = _props.style,\n          zDepth = _props.zDepth;\n      var styles = this.getStyles();\n      var overlay = void 0;\n\n      if (!docked) {\n        overlay = _react2.default.createElement(_Overlay2.default, {\n          ref: 'overlay',\n          show: this.shouldShow(),\n          classNam
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null,\n openSecondary: false,\n swipeAreaWidth: 30,\n width: null,\n zDepth: 2\n};\nDrawer.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDrawer.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * The contents of the `Drawer`\n   */\n children: _propTypes2.default.node,\n\n /**\n   * The CSS class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * The CSS class name of the container element.\n   */\n containerClassName: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the container element.\n   */\n containerStyle: _propTypes2.default.object,\n\n /**\n   * If true, swiping sideways when the `Drawer` is closed will not open it.\n   */\n disableSwipeToOpen: _propTypes2.default.bool,\n\n
  /**\n   * If true, the `Drawer` will be docked. In this state, the overlay won't show and\n   * clicking on a menu item will not close the `Drawer`.\n   */\n docked: _propTypes2.default.bool,\n\n /**\n   * Callback function fired when the `open` state of the `Drawer` is requested to be changed.\n   *\n   * @param {boolean} open If true, the `Drawer` was requested to be opened.\n   * @param {string} reason The reason for the open or close request. Possible values are\n   * 'swipe' for open requests; 'clickaway' (on overlay clicks),\n   * 'escape' (on escape key press), and 'swipe' for close requests.\n   */\n onRequestChange: _propTypes2.default.func,\n\n /**\n   * If true, the `Drawer` is opened. Providing a value will turn the `Drawer`\n   * into a controlled component.\n   */\n open: _propTypes2.default.bool,\n\n /**\n   * If true, the `Drawer` is positioned to open from the opposite side.\n   */\n openSecondary: _propTypes2.default.bool,\n\n /**\n   * The
  CSS class name to add to the `Overlay` component that is rendered behind the `Drawer`.\n   */\n overlayClassName: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the `Overlay` component that is rendered behind the `Drawer`.\n   */\n overlayStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The width of the left most (or right most) area in pixels where the `Drawer` can be\n   * swiped open from. Setting this to `null` spans that area to the entire page\n   * (**CAUTION!** Setting this property to `null` might cause issues with sliders and\n   * swipeable `Tabs`: use at your own risk).\n   */\n swipeAreaWidth: _propTypes2.default.number,\n\n /**\n   * The width of the `Drawer` in pixels or percentage in string format ex. `50%` to fill\n   * half of the window or `100%` and so on. Defaults to using the values from theme.\n   */\n width:
_propTypes2.default.oneOfType([_propTypes2.default.string,
  _propTypes2.default.number]),\n\n /**\n   * The zDepth of the `Drawer`.\n   */\n zDepth:
_propTypes4.default.zDepth\n} : {};\nexports.default = Drawer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
 _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _arrowDropDown = require('../svg-icons/navigation/arrow-drop-down');\n\nvar _arrowDropDown2 = _interopRequireDefault(_arrowDropDown);\n\nvar _Menu = require('../Menu/Menu');\n\nvar

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_Menu2 = _interopRequireDefault(_Menu);\n\nvar _ClearFix = require('../internal/ClearFix');\n\nvar _ClearFix2 = _interopRequireDefault(_ClearFix);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _PopoverAnimationVertical = require('../Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2 = _interopRequireDefault(_PopoverAnimationVertical);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var disabled = props.disabled;\n  var spacing = context.muiTheme.baseTheme.spacing;\n  var palette = context.muiTheme.baseTheme.palette;\n  var accentColor = context.muiTheme.dropDownMenu.accentColor;\n  return {\n    control: {\n      cursor: disabled ? 'not-allowed' : 'pointer',\n      height: '100%',\n      position: 'relative',\n      width: '100%'\n    },\n    icon: {\n      fill: accentColor,\n      position: 'absolute',\n      right: spacing.desktopGutterLess,\n      top: (spacing.iconSize - 24) / 2 + spacing.desktopGutterMini / 2\n    },\n    iconChildren: {\n      fill: 'inherit'\n    },\n    label: {\n      color: disabled ? palette.disabledColor : palette.textColor,\n      height: spacing.desktopToolbarHeight + 'px',\n      lineHeight: spacing.desktopToolbarHeight + 'px',\n      overflow: 'hidden',\n      opacity: 1,\n      position: 'relative',\n      paddingLeft: spacing.desktopGutter,\n      paddingRight: spacing.iconSize * 2 + spacing.desktopGutterMini,\n      textOverflow: 'ellipsis',\n
    top: 0,\n      whiteSpace: 'nowrap'\n    },\n    labelWhenOpen: {\n      opacity: 0,\n      top: spacing.desktopToolbarHeight / 8\n    },\n    root: {\n      display: 'inline-block',\n      fontSize: spacing.desktopDropDownMenuFontSize,\n      height: spacing.desktopSubheaderHeight,\n      fontFamily: context.muiTheme.baseTheme.fontFamily,\n      outline: 'none',\n      position: 'relative',\n      transition: _transitions2.default.easeOut()\n    },\n    rootWhenOpen: {\n      opacity: 1\n    },\n    underline: {\n      borderTop: 'solid 1px ' + accentColor,\n      bottom: 1,\n      left: 0,\n      margin: '-1px ' + spacing.desktopGutter + 'px',\n      right: 0,\n      position: 'absolute'\n    }\n  };\n}\n\nvar DropDownMenu = function (_Component) {\n  (0, _inherits3.default)(DropDownMenu, _Component);\n\n  function DropDownMenu() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, DropDownMenu);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DropDownMenu.__proto__ || (0, _getPrototypeOf2.default)(DropDownMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      open: false\n    }, _this.rootNode = undefined, _this.arrowNode = undefined, _this.handleClickControl = function (event) {\n      event.preventDefault();\n\n      if (!_this.props.disabled) {\n        _this.setState({\n          open: !_this.state.open,\n          anchorEl: _this.rootNode\n        });\n      }\n    }, _this.handleRequestCloseMenu = function () {\n      _this.close(false);\n    }, _this.handleEscKeyDownMenu = function () {\n      _this.close(true);\n    }, _this.handleKeyDown = function (event) {\n      switch ((0, _keycode2.default)(event)) {\n        case 'up':\n        case 'down':\n        case 'space':\n        case 'enter':\n          event.preventDefault();\n\n          _this.setState({\n            open: true,\n            anchorEl: _this.rootNode\n          });\n\n          break;\n      }\n    }, _this.handleItemClick = function (event, child, index) {\n      if (_this.props.multiple) {\n        if (!_this.state.open) {\n          _this.setState({\n            open: true\n          });\n        }\n      } else {\n        event.persist();\n\n        _this.setState({\n          open: false\n        }, function () {\n          if (_this.props.onChange) {\n            _this.props.onChange(event, index, child.props.value);\n          }\n\n          _this.close(_events2.default.isKeyboard(event));\n        });\n      }\n    }, _this.handleChange = function (event, value) {\n      if (_this.props.multiple && _this.props.onChange) {\n        _this.props.onChange(event, undefined, value);\n      }\n    }, _this.close = function (isKeyboard) {\n      _this.setState({\n        open: false\n      }, function () {\n        if (_this.props.onClose) {\n          _this.props.onClose();\n        }\n\n        if (isKeyboard) {\n          var dropArrow = _this.arrowNode;\n\n          var dropNode = _reactDom2.default.findDOMNode(dropArrow);\n\n          dropNode.focus();\n
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dropArrow.setKeyboardFocus(true);\n      }\n    });\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  } // The nested styles for drop-down-menu are modified by toolbar and possibly\n  // other user components, so it will give full access to its js styles rather\n  // than just the parent.\n\n\n  (0, _createClass3.default)(DropDownMenu, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      var _this2 = this;\n\n      if (this.props.autoWidth) {\n        this.setWidth();\n      }\n\n      if (this.props.openImmediately) {\n        // TODO: Temporary fix to make openImmediately work with popover.\n\n        /* eslint-disable react/no-did-mount-set-state */\n        setTimeout(function () {\n          return _this2.setState({\n            open: true,\n            anchorEl: _this2.rootNode\n          });\n        }, 0);\n        /* eslint-enable react/no-did-mount-set-state */\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps() {\n      if (this.props.autoWidth) {\n        this.setWidth();\n      }\n    }\n  }, {\n    key: 'getInputNode',\n\n    /**\n     * This method is deprecated but still here because the TextField\n     * need it in order to work. TODO: That will be addressed later.\n     */\n    value: function getInputNode() {\n      var _this3 = this;\n\n      var rootNode = this.rootNode;\n\n      rootNode.focus = function () {\n        if (!_this3.props.disabled) {\n          _this3.setState({\n            open: !_this3.state.open,\n            anchorEl: _this3.rootNode\n          });\n        }\n      };\n\n      return rootNode;\n    }\n  }, {\n    key: 'setWidth',\n    value: function setWidth() {\n
      var el = this.rootNode;\n\n      if (!this.props.style || !this.props.style.hasOwnProperty('width')) {\n        el.style.width = 'auto';\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this4 = this;\n\n      var _props = this.props,\n          animated = _props.animated,\n          animation = _props.animation,\n          autoWidth = _props.autoWidth,\n          multiple = _props.multiple,\n          children = _props.children,\n          className = _props.className,\n          disabled = _props.disabled,\n          iconStyle = _props.iconStyle,\n          labelStyle = _props.labelStyle,\n          listStyle = _props.listStyle,\n          maxHeight = _props.maxHeight,\n          menuStyleProp = _props.menuStyle,\n          selectionRenderer = _props.selectionRenderer,\n          onClose = _props.onClose,\n          openImmediately = _props.openImmediately,\n          menuItemStyle = _props.menuItemStyle,\n          selectedMenuItemStyle = _props.selectedMenuItemStyle,\n          style = _props.style,\n          underlineStyle = _props.underlineStyle,\n          value = _props.value,\n          iconButton = _props.iconButton,\n          anchorOrigin = _props.anchorOrigin,\n          targetOrigin = _props.targetOrigin,\n          other = (0, _objectWithoutProperties3.default)(_props, ['animated', 'animation', 'autoWidth', 'multiple', 'children', 'className', 'disabled', 'iconStyle', 'labelStyle', 'listStyle', 'maxHeight', 'menuStyle', 'selectionRenderer', 'onClose', 'openImmediately', 'menuItemStyle', 'selectedMenuItemStyle', 'style', 'underlineStyle', 'value', 'iconButton', 'anchorOrigin', 'targetOrigin']);\n      var _state = this.state,\n          anchorEl = _state.anchorEl,\n          open = _state.open;\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var displayValue = '';\n\n      if (!multiple) {\n        _react2.default.Children.forEach(children,
        function (child) {\n          if (child && value === child.props.value) {\n            if (selectionRenderer) {\n              displayValue = selectionRenderer(value, child);\n            } else {\n              // This will need to be improved (in case primaryText is a node)\n              displayValue = child.props.label || child.props.primaryText;\n            }\n          }\n        });\n      } else {\n        var values = [];\n        var selectionRendererChildren = [];\n\n        _react2.default.Children.forEach(children, function (child) {\n          if (child && value && value.indexOf(child.props.value) > -1) {\n            if (selectionRenderer) {\n              values.push(child.props.value);\n              selectionRendererChildren.push(child);\n            } else {\n              values.push(child.props.label || child.props.primaryText);\n            }\n          }\n        });\n\n        displayValue = [];\n\n        if (selectionRenderer) {\n          displayValue
        = selectionRenderer(values, selectionRendererChildren);\n        } else {\n          displayValue = values.join(', ');\n        }\n      }\n\n      var menuStyle = void 0;\n\n      if (anchorEl && !autoWidth) {\n        menuStyle = (0, _simpleAssign2.default)({\n          width: anchorEl.clientWidth\n        }, menuStyleProp);\n      } else {\n        menuStyle = menuStyleProp;\n      }\n\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        ref: function ref(node) {\n          _this4.rootNode = node;\n        },\n        className: className,\n
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style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, open && styles.rootWhenOpen, style))\n }), _react2.default.createElement(_ClearFix2.default, {\n style: styles.control,\n onClick: this.handleClickControl\n }, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.label, open && styles.labelWhenOpen, labelStyle))\n }, displayValue), _react2.default.createElement(_IconButton2.default, {\n disabled: disabled,\n onKeyDown: this.handleKeyDown,\n ref: function ref(node) {\n _this4.arrowNode = node;\n },\n style: (0, _simpleAssign2.default)({}, styles.icon, iconStyle),\n iconStyle: styles.iconChildren\n }, iconButton), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.underline, underlineStyle))\n })), _react2.default.createElement(_Popover2.default, {\n anchorOrigin: anchorOrigin,\n targetOrigin: targetOrigin,\n anchorEl: anchorEl,\n animation: animation || _PopoverAnimationVertical2.default,\n open: open,\n animated: animated,\n onRequestClose: this.handleRequestCloseMenu\n }, _react2.default.createElement(_Menu2.default, {\n multiple: multiple,\n maxHeight: maxHeight,\n desktop: true,\n value: value,\n onEscKeyDown: this.handleEscKeyDownMenu,\n style: menuStyle,\n listStyle: listStyle,\n onItemClick: this.handleItemClick,\n onChange: this.handleChange,\n menuItemStyle: menuItemStyle,\n selectedMenuItemStyle: selectedMenuItemStyle,\n autoWidth: autoWidth,\n width: !autoWidth && menuStyle ? menuStyle.width : null\n }, children)));\n }\n }]);\n return DropDownMenu;\n}(_react.Component);\n\nDropDownMenu.muiName = 'DropDownMenu';\nDropDownMenu.defaultProps = {\n animated: true,\n autoWidth: true,\n disabled: false,\n iconButton: _react2.default.createElement(_arrowDropDown2.default, null),\n openImmediately: false,\n maxHeight: 500,\n multiple: false,\n anchorOrigin: {\n vertical: 'top',\n horizontal: 'left'\n }\n};\nDropDownMenu.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDropDownMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the point on the anchor that the popover's\n * `targetOrigin` will attach to.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will apply transitions when\n * it gets added to the DOM.\n */\n animated: _propTypes2.default.bool,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * The width will automatically be set according to the items inside the menu.\n * To control this width in css instead, set this prop to `false`.\n */\n autoWidth: _propTypes2.default.bool,\n\n /**\n * The `MenuItem`s to populate the `Menu` with. If the `MenuItems` have the\n * prop `label` that value will be used to render the representation of that\n * item within the field.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Disables the menu.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Overrides default `SvgIcon` dropdown arrow component.\n */\n iconButton: _propTypes2.default.node,\n\n /**\n * Overrides the styles of icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Overrides the styles of label when the `DropDownMenu` is inactive.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * The style object to use to override underlying list style.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The maximum height of the `Menu` when it is displayed.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * Overrides the styles of `Menu` when the `DropDownMenu` is displayed.\n */\n menuStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * Callback function fired when a menu item is clicked, other than the one currently selected.\n *\n * @param {object} event Click event targeting the menu item that was clicked.\n * @param {number} key The index of the clicked menu item in the `children` collection.\n * @param {any} value If `multiple` is true, the menu's `value`\n

* array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is closed.\n */\n onClose: _propTypes2.default.func,\n\n /**\n * Set to true to have the `DropDownMenu` automatically open on mount.\n */\n openImmediately: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when a menu item is clicked, other than the one currently selected.\n *\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n * @param {any} menuItem The selected `MenuItem`.\n * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.\n */\n selectionRenderer: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the popover which will attach to\n * the anchor's origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * Overrides the inline-styles of the underline.\n */\n underlineStyle: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled component.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = DropDownMenu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationArrowDropDown = function NavigationArrowDropDown(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M7 10l5 5 5-5z'\n }));\n};\n\nNavigationArrowDropDown = (0, _pure2.default)(NavigationArrowDropDown);\n\nNavigationArrowDropDown.displayName = 'NavigationArrowDropDown';\n\nNavigationArrowDropDown.muiName = 'SvgIcon';\n\nexports.default = NavigationArrowDropDown;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _BeforeAfterWrapper = require('./BeforeAfterWrapper');\n\nvar _BeforeAfterWrapper2 = _interopRequireDefault(_BeforeAfterWrapper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n before: {\n content: \"' '\",\n display: 'table'\n },\n after: {\n content: \"' '\",\n clear: 'both',\n display: 'table'\n }\n};\n\nvar ClearFix = function ClearFix(_ref) {\n var style = _ref.style,\n children = _ref.children,\n other = (0, _objectWithoutProperties3.default)(_ref, ['style', 'children']);\n return _react2.default.createElement(_BeforeAfterWrapper2.default, (0, _extends3.default)({}, other, {\n beforeStyle: styles.before,\n afterStyle: styles.after,\n style: style\n }), children);\n};\n\nClearFix.muiName = 'ClearFix';\n\nClearFix.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ClearFix;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\n/**\n * BeforeAfterWrapper\n * An alternative for the ::before and ::after css pseudo-elements for\n * components whose styles are defined in javascript instead of css.\n *\n * Usage: For the element that we want to apply before and after elements to,\n * wrap its children with BeforeAfterWrapper. For example:\n *\n * <Paper>\n * <Paper> // See notice\n * <BeforeAfterWrapper> renders // before element\n * [children of paper] ------> [children of paper]\n * </BeforeAfterWrapper>\n // after element\n * </Paper> \n * </Paper>\n *\n * Notice: Notice that this div bundles together our elements. If the element\n * that we want to apply before and after elements is a HTML tag (i.e. a\n * div, p, or button tag), we can avoid this extra nesting by passing using\n * the BeforeAfterWrapper in place of said tag like so:\n *\n * \n * <BeforeAfterWrapper> do this instead <BeforeAfterWrapper elementType='p'>\n * [children of p] ------> [children of p]\n * </BeforeAfterWrapper> </BeforeAfterWrapper>\n * \n *\n * BeforeAfterWrapper features spread functionality. This means that we can\n * pass HTML tag properties directly into the BeforeAfterWrapper tag.\n *\n * When using BeforeAfterWrapper, ensure that the parent of the beforeElement\n * and afterElement have a defined style position.\n */\n\n\nvar styles = {\n box: {\n boxSizing: 'border-box'\n }\n};\n\nvar BeforeAfterWrapper = function (_Component) {\n (0, _inherits3.default)(BeforeAfterWrapper, _Component);\n\n function BeforeAfterWrapper() {\n (0, _classCallCheck3.default)(this, BeforeAfterWrapper);\n return (0, _possibleConstructorReturn3.default)(this, (BeforeAfterWrapper.__proto__ || (0, _getPrototypeOf2.default)(BeforeAfterWrapper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(BeforeAfterWrapper, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n beforeStyle = _props.beforeStyle,\n afterStyle = _props.afterStyle,\n beforeElementType = _props.beforeElementType,\n afterElementType = _props.afterElementType,\n elementType = _props.elementType,\n other = (0, _objectWithoutProperties3.default)(_props, ['beforeStyle', 'afterStyle', 'beforeElementType', 'afterElementType', 'elementType']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var beforeElement = void 0;\n var afterElement = void 0;\n\n if (beforeStyle) {\n beforeElement = _react2.default.createElement(this.props.beforeElementType, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, beforeStyle)),\n key: '::before'\n });\n }\n\n if (afterStyle) {\n afterElement = _react2.default.createElement(this.props.afterElementType, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, afterStyle)),\n key: '::after'\n });\n }\n\n var children = [beforeElement, this.props.children, afterElement];\n var props = other;\n props.style = prepareStyles((0, _simpleAssign2.default)({}, this.props.style));\n return _react2.default.createElement(this.props.elementType, props, children);\n }\n }]);\n return BeforeAfterWrapper;\n}(_react.Component);\n\nBeforeAfterWrapper.defaultProps = {\n beforeElementType: 'div',\n afterElementType: 'div',\n elementType: 'div'\n};\n\nBeforeAfterWrapper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nBeforeAfterWrapper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n afterElementType: _propTypes2.default.string,\n afterStyle: _propTypes2.default.object,\n beforeElementType: _propTypes2.default.string,\n beforeStyle: _propTypes2.default.object,\n children:

_propTypes2.default.node,\n elementType: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = BeforeAfterWrapper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3
 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes
 = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FontIcon = require('../FontIcon');\n\nvar _FontIcon2 = _interopRequireDefault(_FontIcon);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _childUtils = require('../utils/childUtils');\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var floatingActionButton
 = context.muiTheme.floatingActionButton;\n var backgroundColor = props.backgroundColor || floatingActionButton.color;\n var iconColor = floatingActionButton.iconColor;\n\n if (props.disabled) {\n   backgroundColor = props.disabledColor || floatingActionButton.disabledColor;\n   iconColor = floatingActionButton.disabledTextColor;\n } else if (props.secondary) {\n   backgroundColor = floatingActionButton.secondaryColor;\n   iconColor = floatingActionButton.secondaryIconColor;\n }\n\n return {\n   root: {\n   transition: _transitions2.default.easeOut(),\n   display: 'inline-block',\n   backgroundColor: 'transparent'\n   },\n   container: {\n   backgroundColor: backgroundColor,\n   transition: _transitions2.default.easeOut(),\n   height: floatingActionButton.buttonSize,\n   width: floatingActionButton.buttonSize,\n   padding: 0,\n   overflow: 'hidden',\n   borderRadius: '50%',\n   textAlign: 'center',\n   verticalAlign: 'bottom'\n
    },\n   containerWhenMini: {\n   height: floatingActionButton.miniSize,\n   width: floatingActionButton.miniSize\n   },\n   overlay: {\n   transition: _transitions2.default.easeOut(),\n   top: 0\n   },\n   overlayWhenHovered: {\n   backgroundColor: (0, _colorManipulator.fade)(iconColor, 0.4)\n   },\n   icon: {\n   height: floatingActionButton.buttonSize,\n   lineHeight: floatingActionButton.buttonSize + 'px',\n   fill: iconColor,\n   color: iconColor\n   },\n   iconWhenMini: {\n   height: floatingActionButton.miniSize,\n   lineHeight: floatingActionButton.miniSize + 'px'\n   }\n };\n}\n\nvar FloatingActionButton = function (_Component) {\n (0, _inherits3.default)(FloatingActionButton, _Component);\n\n function FloatingActionButton() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, FloatingActionButton);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FloatingActionButton.__proto__ || (0, _getPrototypeOf2.default)(FloatingActionButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n

hovered: false,\n touch: false,\n zDepth: undefined\n }, _this.handleMouseDown = function (event) {\n // only listen to left clicks\n if (event.button === 0) {\n _this.setState({\n zDepth: _this.props.zDepth + 1\n });\n }\n\n if (_this.props.onMouseDown) _this.props.onMouseDown(event);\n }, _this.handleMouseUp = function (event) {\n _this.setState({\n zDepth: _this.props.zDepth\n });\n\n if (_this.props.onMouseUp) {\n _this.props.onMouseUp(event);\n }\n }, _this.handleMouseLeave = function (event) {\n if (!_this.refs.container.isKeyboardFocused()) {\n _this.setState({\n zDepth: _this.props.zDepth,\n hovered: false\n });\n }\n\n if (_this.props.onMouseLeave) {\n _this.props.onMouseLeave(event);\n }\n }, _this.handleMouseEnter = function (event) {\n if (!_this.refs.container.isKeyboardFocused() && !_this.state.touch) {\n _this.setState({\n hovered: true\n });\n }\n\n if (_this.props.onMouseEnter) {\n _this.props.onMouseEnter(event);\n }\n }, _this.handleTouchStart = function (event) {\n _this.setState({\n touch: true,\n zDepth: _this.props.zDepth + 1\n });\n\n if (_this.props.onTouchStart) {\n _this.props.onTouchStart(event);\n }\n }, _this.handleTouchEnd = function (event) {\n _this.setState({\n touch: true,\n zDepth: _this.props.zDepth\n });\n\n if (_this.props.onTouchEnd) {\n _this.props.onTouchEnd(event);\n }\n }, _this.handleKeyboardFocus = function (event, keyboardFocused)
{\n if (keyboardFocused && !_this.props.disabled) {\n _this.setState({\n zDepth: _this.props.zDepth + 1\n });\n\n _this.refs.overlay.style.backgroundColor = (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4);\n } else if (!_this.state.hovered) {\n _this.setState({\n zDepth: _this.props.zDepth\n });\n\n _this.refs.overlay.style.backgroundColor = 'transparent';\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(FloatingActionButton, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n zDepth: this.props.disabled ? 0 : this.props.zDepth\n });\n }\n }, {\n key: 'componentDidMount',\n value: function componentDidMount() {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!this.props.iconClassName || !this.props.children, 'Material-UI:
You have set both an iconClassName and a child icon. ' + 'It is recommended you use only one method when adding ' + 'icons to FloatingActionButtons.') : void 0;\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n var nextState = {};\n\n if (nextProps.disabled !== this.props.disabled) {\n nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth;\n }\n\n if (nextProps.disabled) {\n nextState.hovered = false;\n }\n\n this.setState(nextState);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n backgroundColor = _props.backgroundColor,\n className = _props.className,\n childrenProp = _props.children,\n disabled = _props.disabled,\n disabledColor = _props.disabledColor,\n mini = _props.mini,\n secondary = _props.secondary,\n iconStyle = _props.iconStyle,\n iconClassName = _props.iconClassName,\n zDepth = _props.zDepth,\n other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'className', 'children', 'disabled', 'disabledColor', 'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var iconElement = void 0;\n\n if (iconClassName) {\n iconElement = _react2.default.createElement(_FontIcon2.default, {\n className: iconClassName,\n style: (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle)\n });\n }\n\n var children = void 0;\n\n if (childrenProp) {\n children = (0, _childUtils.extendChildren)(childrenProp, function (child) {\n return {\n style: (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle, child.props.style)\n };\n });\n }\n\n var buttonEventHandlers = disabled ? null : {\n onMouseDown: this.handleMouseDown,\n onMouseUp: this.handleMouseUp,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd,\n onKeyboardFocus: this.handleKeyboardFocus\n };\n return _react2.default.createElement(_Paper2.default, {\n className: className,\n style: (0, _simpleAssign2.default)(styles.root, this.props.style),\n zDepth: this.state.zDepth,\n circle: true\n },

_react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {\n ref: 'container',\n disabled: disabled,\n style: (0, _simpleAssign2.default)(styles.container, this.props.mini && styles.containerWhenMini, iconStyle),\n focusRippleColor: styles.icon.color,\n touchRippleColor:
styles.icon.color\n }), _react2.default.createElement('div', {\n ref: 'overlay',\n style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, this.state.hovered && !this.props.disabled && styles.overlayWhenHovered))\n }, iconElement, children)));\n }\n }]);\n return FloatingActionButton;\n}(_react.Component);\n\nFloatingActionButton.defaultProps = {\n disabled: false,\n mini: false,\n secondary: false,\n zDepth: 2\n};\nFloatingActionButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFloatingActionButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This value will override the default background color for the button.\n * However it will not override the default disabled background color.\n * This has to be set separately using the disabledColor attribute.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * This is what displayed inside the floating action button;
for example, a SVG Icon.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Disables the button if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * This value will override the default background color for the button when it is disabled.\n */\n disabledColor: _propTypes2.default.string,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * The icon within the FloatingActionButton is a FontIcon component.\n * This property is the classname of the icon to be displayed inside the button.\n * An alternative to adding an iconClassName would be to manually insert a\n * FontIcon component or custom SvgIcon component or as a child of FloatingActionButton.\n */\n iconClassName: _propTypes2.default.string,\n\n /**\n * This is the equivalent to iconClassName except that it is used
for\n * overriding the inline-styles of the FontIcon component.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * If true, the button will be a small floating action button.\n */\n mini: _propTypes2.default.bool,\n\n /**\n * Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the button.\n */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * If true, the button will use the secondary button colors.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n
/**\n * The zDepth of the underlying `Paper` component.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = FloatingActionButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2
= require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =

require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props) {\n return {\n root: {\n display: 'flex',\n flexWrap: 'wrap',\n margin: -props.padding / 2\n },\n item: {\n boxSizing: 'border-box',\n padding: props.padding / 2\n }\n };\n}\n\nvar GridList = function (_Component) {\n (0, _inherits3.default)(GridList,
_Component);\n\n function GridList() {\n (0, _classCallCheck3.default)(this, GridList);\n return (0, _possibleConstructorReturn3.default)(this, (GridList.__proto__ || (0, _getPrototypeOf2.default)(GridList)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(GridList, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n cols = _props.cols,\n padding = _props.padding,\n cellHeight = _props.cellHeight,\n children = _props.children,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['cols', 'padding', 'cellHeight', 'children', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n\n var wrappedChildren = _react2.default.Children.map(children, function (currentChild) {\n if (_react2.default.isValidElement(currentChild) && currentChild.type.muiName === 'Subheader') {\n return currentChild;\n }\n\n var childCols = currentChild.props.cols || 1;\n var childRows = currentChild.props.rows || 1;\n var itemStyle = (0, _simpleAssign2.default)({}, styles.item, {\n width: 100 / cols * childCols + '%',\n height: cellHeight === 'auto' ? 'auto' : cellHeight * childRows + padding\n });\n return _react2.default.createElement('div', {\n style: prepareStyles(itemStyle)\n }, currentChild);\n });\n\n return _react2.default.createElement('div', (0, _extends3.default)({\n style: prepareStyles(mergedRootStyles)\n }, other), wrappedChildren);\n }\n }]);\n return GridList;\n}(_react.Component);\n\nGridList.defaultProps = {\n cols: 2,\n padding: 4,\n cellHeight: 180\n};\nGridList.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nGridList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Number of px for one cell height.\n * You can set `'auto'` if you want to let the children determine the height.\n */\n cellHeight: _propTypes2.default.oneOfType([_propTypes2.default.number, _propTypes2.default.oneOf(['auto'])]),\n\n /**\n * Grid Tiles that will be in Grid List.\n */\n children: _propTypes2.default.node,\n\n /**\n * Number of columns.\n */\n cols: _propTypes2.default.number,\n\n /**\n * Number of px for the padding/spacing between items.\n */\n padding: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = GridList;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2
= _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _events = require('../utils/events');\n\nvar _events2 =

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_interopRequireDefault(_events);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nvar _Menu = require('../Menu/Menu');\n\nvar _Menu2 =
_interopRequireDefault(_Menu);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 =
_interopRequireDefault(_Popover);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar IconMenu = function (_Component) {\n  (0, _inherits3.default)(IconMenu,
_Component);\n\n  function IconMenu() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n
    (0, _classCallCheck3.default)(this, IconMenu);\n\n    for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = IconMenu.__proto__ || (0,
_getPrototypeOf2.default)(IconMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
menuInitiallyKeyboardFocused: false,\n      open: false\n    }, _this.handleItemClick = function (event, child) {\n
if (_this.props.clickCloseDelay !== 0 && !child.props.hasOwnProperty('menuItems')) {\n        var isKeyboard =
_events2.default.isKeyboard(event);\n\n        _this.timerCloseId = setTimeout(function () {\n
_this.close(isKeyboard ? 'enter' : 'itemTap', isKeyboard);\n        }, _this.props.clickCloseDelay);\n      }\n\n
_this.props.onItemClick(event, child);\n    }, _this.handleRequestClose = function (reason) {\n
_this.close(reason);\n
  }, _this.handleEscKeyDownMenu = function (event) {\n      _this.close('escape', event);\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(IconMenu, [{\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(nextProps.open != null) {\n        this.setState({\n          open: nextProps.open,\n          anchorEl:
this.refs.iconMenuContainer\n        });\n      }\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      clearTimeout(this.timerCloseId);\n    }\n  }, {\n    key: 'isOpen',\n    value:
function isOpen() {\n      return this.state.open;\n    }\n  }, {\n    key: 'close',\n    value: function close(reason,
isKeyboard) {\n      var _this2 = this;\n\n      if (!this.state.open) {\n        return;\n      }\n\n      if (this.props.open !==
null) {\n        this.props.onRequestChange(false, reason);\n      } else {\n        this.setState({\n
          open: false\n        }, function () {\n          // Set focus on the icon button when the menu close\n          if
(isKeyboard) {\n            var iconButton = _this2.refs.iconButton;\n\n
_reactDom2.default.findDOMNode(iconButton).focus();\n\n            iconButton.setKeyboardFocus();\n          }\n
});\n      }\n    }\n  }, {\n    key: 'open',\n    value: function open(reason, event) {\n      if (this.props.open !== null) {\n
        this.props.onRequestChange(true, reason);\n        return this.setState({\n          menuInitiallyKeyboardFocused:
_events2.default.isKeyboard(event),\n          anchorEl: event.currentTarget\n        });\n      }\n\n      this.setState({\n
    open: true,\n        menuInitiallyKeyboardFocused: _events2.default.isKeyboard(event),\n        anchorEl:
event.currentTarget\n      });\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this3 = this;\n\n
var _props = this.props,\n
 anchorOrigin = _props.anchorOrigin,\n          className = _props.className,\n          animated =
_props.animated,\n          animation = _props.animation,\n          iconButtonElement = _props.iconButtonElement,\n
        iconStyle = _props.iconStyle,\n          onItemClick = _props.onItemClick,\n          onKeyboardFocus =
_props.onKeyboardFocus,\n          onMouseDown = _props.onMouseDown,\n          onMouseLeave =
_props.onMouseLeave,\n          onMouseEnter = _props.onMouseEnter,\n          onMouseUp =
_props.onMouseUp,\n          onRequestChange = _props.onRequestChange,\n          onClick = _props.onClick,\n
 listStyle = _props.listStyle,\n          menuStyle = _props.menuStyle,\n          style = _props.style,\n          targetOrigin
= _props.targetOrigin,\n          clickCloseDelay = _props.clickCloseDelay,\n          useLayerForClickAway =
_props.useLayerForClickAway,\n          other = (0, _objectWithoutProperties3.default)(_props, ['anchorOrigin',
'className', 'animated',
 'animation', 'iconButtonElement', 'iconStyle', 'onItemClick', 'onKeyboardFocus', 'onMouseDown', 'onMouseLeave',
'onMouseEnter', 'onMouseUp', 'onRequestChange', 'onClick', 'listStyle', 'menuStyle', 'style', 'targetOrigin',
'clickCloseDelay', 'useLayerForClickAway']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n
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var _state = this.state,\n          open = _state.open,\n          anchorEl = _state.anchorEl;\n      var styles = {\n          root: {\n          display: 'inline-block',\n          position: 'relative'\n          },\n          menu: {\n          position: 'relative'\n          }\n      };\n      var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n      var mergedMenuStyles = (0, _simpleAssign2.default)(styles.menu, menuStyle);\n      process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(iconButtonElement.type.muiName !== 'SvgIcon', 'Material-UI: You shoud not provide an <SvgIcon /> to the \\'iconButtonElement\\' property
 of <IconMenu />.\\nYou should wrapped it with an <IconButton />.') : void 0;\n      var iconButtonProps = {\n onKeyboardFocus: onKeyboardFocus,\n          onClick: function onClick(event) {\n _this3.open(_events2.default.isKeyboard(event) ? 'keyboard' : 'iconTap', event);\n\n          if (iconButtonElement.props.onClick) {\n          iconButtonElement.props.onClick(event);\n          }\n          },\n ref: 'iconButton'\n      };\n\n      if (iconStyle || iconButtonElement.props.iconStyle) {\n iconButtonProps.iconStyle = iconStyle ? (0, _simpleAssign2.default)({}, iconStyle,
 iconButtonElement.props.iconStyle) : iconButtonElement.props.iconStyle;\n      }\n\n      var iconButton =
 _react2.default.cloneElement(iconButtonElement, iconButtonProps);\n\n      var menu =
 _react2.default.createElement(_Menu2.default, (0, _extends3.default)({}, other, {\n          initiallyKeyboardFocused:
 this.state.menuInitiallyKeyboardFocused,\n          onEscKeyDown: this.handleEscKeyDownMenu,\n
          onItemClick: this.handleItemClick,\n          style: mergedMenuStyles,\n          listStyle: listStyle\n          }),
 this.props.children);\n\n      return _react2.default.createElement('div', {\n          ref: 'iconMenuContainer',\n
 className: className,\n          onMouseDown: onMouseDown,\n          onMouseLeave: onMouseLeave,\n
 onMouseEnter: onMouseEnter,\n          onMouseUp: onMouseUp,\n          onClick: onClick,\n          style:
 prepareStyles(mergedRootStyles)\n      }, iconButton, _react2.default.createElement(_Popover2.default, {\n
 anchorOrigin: anchorOrigin,\n          targetOrigin: targetOrigin,\n          open: open,\n          anchorEl: anchorEl,\n
 childContextTypes: this.constructor.childContextTypes,\n          useLayerForClickAway: useLayerForClickAway,\n
   onRequestClose: this.handleRequestClose,\n          animated: animated,\n          animation: animation,\n          context:
 this.context\n      }, menu));\n      }\n  }]);\n  return IconMenu;\n}(_react.Component);\n\nIconMenu.muiName
  = 'IconMenu';\nIconMenu.defaultProps = {\n  anchorOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  },\n
 animated: true,\n  multiple: false,\n  open: null,\n  onItemClick: function onItemClick() {},\n  onKeyboardFocus:
 function onKeyboardFocus() {},\n  onMouseDown: function onMouseDown() {},\n  onMouseLeave: function
 onMouseLeave() {},\n  onMouseEnter: function onMouseEnter() {},\n  onMouseUp: function onMouseUp() {},\n
 onRequestChange: function onRequestChange() {},\n  onClick: function onClick() {},\n  targetOrigin: {\n
 vertical: 'top',\n    horizontal: 'left'\n  },\n  clickCloseDelay: 200,\n  useLayerForClickAway:
 false\n};\nIconMenu.contextTypes = {\n  muiTheme:
 _propTypes2.default.object.isRequired\n};\nIconMenu.propTypes = process.env.NODE_ENV !== \"production\" ?
 {\n  /**\n   * This is the point on the icon where the menu\n   * `targetOrigin` will attach.\n   * Options:\n   *
 vertical: [top, center, bottom]\n   * horizontal: [left,
  middle, right].\n   */\n  anchorOrigin: _propTypes4.default.origin,\n\n  /**\n   * If true, the popover will apply
 transitions when\n   * it gets added to the DOM.\n   */\n  animated: _propTypes2.default.bool,\n\n  /**\n   * Override
 the default animation component used.\n   */\n  animation: _propTypes2.default.func,\n\n  /**\n   * Should be used
 to pass `MenuItem` components.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * The CSS class name of
 the root element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * Sets the delay in milliseconds before
 closing the\n   * menu when an item is clicked.\n   * If set to 0 then the auto close functionality\n   * will be
 disabled.\n   */\n  clickCloseDelay: _propTypes2.default.number,\n\n  /**\n   * This is the `IconButton` to render.
 This button will open the menu.\n   */\n  iconButtonElement: _propTypes2.default.element.isRequired,\n\n  /**\n   *
 Override the inline-styles of the underlying icon element.\n   */\n
   iconStyle: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the underlying `List` element.\n
 */\n  listStyle: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the menu element.\n   */\n
 menuStyle: _propTypes2.default.object,\n\n  /**\n   * If true, the value can an be array and allow the menu to be a
 multi-select.\n   */\n  multiple: _propTypes2.default.bool,\n\n  /**\n   * Callback function fired when the
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`IconButton` element is clicked.\n *\n * @param {object} event Click event targeting the `IconButton` element.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item is selected with a click.\n *\n * @param {object} event Click event targeting the selected menu item element.\n * @param {object} child The selected element.\n */\n onItemClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `IconButton` element is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the `IconButton` element.\n * @param {boolean} keyboardFocused If true, the `IconButton` element is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `open` state of the menu is requested to be changed.\n *\n * @param {boolean} open If true, the menu was requested to be opened.\n * @param {string} reason The reason for the open or close request. Possible values are\n * 'keyboard' and 'iconTap' for open requests; 'enter', 'escape', 'itemTap', and 'clickAway'\n * for close requests.\n */\n onRequestChange: _propTypes2.default.func,\n\n /**\n * If true, the `IconMenu` is opened.\n */\n open: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the menu which will stick to the menu\n * origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will render on top of an invisible\n * layer, which will prevent clicks to the underlying elements.\n */\n useLayerForClickAway: _propTypes2.default.bool\n} : {};\nexports.default = IconMenu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getRelativeValue(value, min, max) {\n var clampedValue = Math.min(Math.max(min, value), max);\n var rangeValue = max - min;\n var relValue = Math.round((clampedValue - min) / rangeValue * 10000) / 10000;\n return relValue * 100;\n}\n\nfunction getStyles(props, context) {\n var max = props.max,\n min = props.min,\n value = props.value;\n var _context$muiTheme = context.muiTheme,\n palette = _context$muiTheme.baseTheme.palette,\n borderRadius = _context$muiTheme.borderRadius;\n var styles = {\n root: {\n position: 'relative',\n height: 4,\n display: 'block',\n width: '100%',\n backgroundColor: palette.primary3Color,\n borderRadius: borderRadius,\n margin: 0,\n overflow: 'hidden'\n },\n bar: {\n height: '100%'\n },\n barFragment1: {},\n barFragment2: {}\n };\n\n if (props.mode === 'indeterminate') {\n styles.barFragment1 = {\n position: 'absolute',\n backgroundColor: props.color || palette.primary1Color,\n top: 0,\n left: 0,\n bottom: 0,\n transition: _transitions2.default.create('all',

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'840ms', null, 'cubic-bezier(0.650, 0.815, 0.735, 0.395)')\n  };\n  styles.barFragment2 = {\n    position:
'absolute',\n    backgroundColor: props.color || palette.primary1Color,\n    top: 0,\n    left: 0,\n    bottom: 0,\n
transition: _transitions2.default.create('all', '840ms', null, 'cubic-bezier(0.165, 0.840, 0.440, 1.000)')\n  };\n } else
{\n  styles.bar.backgroundColor = props.color || palette.primary1Color;\n  styles.bar.transition =
_transitions2.default.create('width', '.3s', null, 'linear');\n  styles.bar.width = getRelativeValue(value, min, max) +
'%';\n }\n\n return styles;\n}\n\nvar
 LinearProgress = function (_Component) {\n (0, _inherits3.default)(LinearProgress, _Component);\n\n function
LinearProgress() {\n  (0, _classCallCheck3.default)(this, LinearProgress);\n  return (0,
_possibleConstructorReturn3.default)(this, (LinearProgress.__proto__ || (0,
_getPrototypeOf2.default)(LinearProgress)).apply(this, arguments));\n }\n\n (0,
_createClass3.default)(LinearProgress, [{\n  key: 'componentDidMount',\n  value: function
componentDidMount() {\n    var _this2 = this;\n\n    this.timers = {};\n    this.timers.bar1 = this.barUpdate('bar1',
0, this.refs.bar1, [[-35, 100], [100, -90]], 0);\n    this.timers.bar2 = setTimeout(function () {\n
_this2.barUpdate('bar2', 0, _this2.refs.bar2, [[-200, 100], [107, -8]], 0);\n    }, 850);\n  }\n }, {\n  key:
'componentWillUnmount',\n  value: function componentWillUnmount() {\n    clearTimeout(this.timers.bar1);\n
clearTimeout(this.timers.bar2);\n  }\n }, {\n  key: 'barUpdate',\n  value:
 function barUpdate(id, step, barElement, stepValues, timeToNextStep) {\n    var _this3 = this;\n\n    if
(this.props.mode !== 'indeterminate') return;\n    timeToNextStep = timeToNextStep || 420;\n    step = step || 0;\n
  step %= 4;\n    var right = this.context.muiTheme.isRtl ? 'left' : 'right';\n    var left = this.context.muiTheme.isRtl
? 'right' : 'left';\n\n    if (step === 0) {\n      barElement.style[left] = stepValues[0][0] + '%';\n
barElement.style[right] = stepValues[0][1] + '%';\n    } else if (step === 1) {\n
barElement.style.transitionDuration = '840ms';\n    } else if (step === 2) {\n      barElement.style[left] =
stepValues[1][0] + '%';\n      barElement.style[right] = stepValues[1][1] + '%';\n    } else if (step === 3) {\n
barElement.style.transitionDuration = '0ms';\n    }\n\n    this.timers[id] = setTimeout(function () {\n      return
_this3.barUpdate(id, step + 1, barElement, stepValues);\n    }, timeToNextStep);\n
  }\n }, {\n  key: 'render',\n  value: function render() {\n    var _props = this.props,\n      style =
_props.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['style']);\n    var prepareStyles =
this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context);\n    return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n      style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n    }), _react2.default.createElement('div', {\n      style:
prepareStyles(styles.bar)\n    }, _react2.default.createElement('div', {\n      ref: 'bar1',\n      style:
prepareStyles(styles.barFragment1)\n    }), _react2.default.createElement('div', {\n      ref: 'bar2',\n      style:
prepareStyles(styles.barFragment2)\n    })));\n  }\n }]);\n return
LinearProgress;\n}(_react.Component);\n\nLinearProgress.defaultProps = {\n  mode: 'indeterminate',\n  value: 0,\n
min:
 0,\n  max: 100\n};\nLinearProgress.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nLinearProgress.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  /**\n   * The color of the progress bar, defaults to\n   * primary color of theme.\n   */\n  color:
_propTypes2.default.string,\n\n  /**\n   * The max value of progress, only works in determinate mode.\n   */\n  max:
_propTypes2.default.number,\n\n  /**\n   * The min value of progress, only works in determinate mode.\n   */\n
min: _propTypes2.default.number,\n\n  /**\n   * The mode of show your progress, indeterminate for when\n   *
there is no value for progress.\n   */\n  mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']),\n\n  /**\n
* Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * The value
of progress, only works in determinate mode.\n   */\n  value: _propTypes2.default.number\n} : {};\nexports.default
= LinearProgress;","'use
 strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _toConsumableArray2 =
require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nexports.default = getMuiTheme;\n\nvar _lodash =
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require('lodash.merge');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _lightBaseTheme = require('./baseThemes/lightBaseTheme');\n\nvar _lightBaseTheme2 = _interopRequireDefault(_lightBaseTheme);\n\nvar _zIndex = require('./zIndex');\n\nvar _zIndex2 = _interopRequireDefault(_zIndex);\n\nvar _autoprefixer = require('../utils/autoprefixer');\n\nvar _autoprefixer2 = _interopRequireDefault(_autoprefixer);\n\nvar _callOnce = require('../utils/callOnce');\n\nvar _callOnce2 = _interopRequireDefault(_callOnce);\n\nvar _rtl = require('../utils/rtl');\n\nvar _rtl2 = _interopRequireDefault(_rtl);\n\nvar _compose = require('recompose/compose');\n\nvar _compose2 = _interopRequireDefault(_compose);\n\nvar _typography = require('./typography');\n\nvar _typography2 = _interopRequireDefault(_typography);\n\nvar _colors = require('./colors');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n/**\n * Get the MUI theme corresponding to a base theme.\n * It's possible to override the computed theme values\n * by providing a second argument. The calculated\n * theme will be deeply merged with the second argument.\n */\n\n\nfunction getMuiTheme(muiTheme) {\n for (var _len = arguments.length, more = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n more[_key - 1] = arguments[_key];\n }\n\n muiTheme = _lodash2.default.apply(undefined, [{\n zIndex: _zIndex2.default,\n isRtl: false,\n userAgent: undefined\n }, _lightBaseTheme2.default, muiTheme].concat(more));\n var _muiTheme = muiTheme,\n spacing = _muiTheme.spacing,\n fontFamily = _muiTheme.fontFamily,\n palette = _muiTheme.palette;\n var baseTheme = {\n spacing: spacing,\n fontFamily: fontFamily,\n palette: palette\n };\n muiTheme = (0, _lodash2.default)({\n appBar: {\n color: palette.primary1Color,\n textColor: palette.alternateTextColor,\n height: spacing.desktopKeylineIncrement,\n titleFontWeight: _typography2.default.fontWeightNormal,\n padding: spacing.desktopGutter\n },\n avatar: {\n color: palette.canvasColor,\n backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.26)\n },\n badge: {\n color: palette.alternateTextColor,\n textColor: palette.textColor,\n primaryColor: palette.primary1Color,\n primaryTextColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryTextColor: palette.alternateTextColor,\n fontWeight: _typography2.default.fontWeightMedium\n },\n bottomNavigation: {\n backgroundColor: palette.canvasColor,\n unselectedColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n selectedColor: palette.primary1Color,\n height: 56,\n unselectedFontSize: 12,\n selectedFontSize: 14\n },\n button: {\n height: 36,\n minWidth: 88,\n iconButtonSize: spacing.iconSize * 2\n },\n card: {\n titleColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n subtitleColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n fontWeight: _typography2.default.fontWeightMedium\n },\n cardMedia: {\n color: _colors.darkWhite,\n overlayContentBackground: _colors.lightBlack,\n titleColor: _colors.darkWhite,\n subtitleColor: _colors.lightWhite\n },\n cardText: {\n textColor: palette.textColor\n },\n checkbox: {\n boxColor: palette.textColor,\n checkedColor: palette.primary1Color,\n requiredColor: palette.primary1Color,\n disabledColor: palette.disabledColor,\n labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor\n },\n chip: {\n backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12),\n deleteIconColor: (0, _colorManipulator.fade)(palette.textColor, 0.26),\n textColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n fontSize: 14,\n fontWeight: _typography2.default.fontWeightNormal,\n shadow: '0 1px 6px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12) + ',\\n 0 1px 4px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12)\n },\n datePicker: {\n color: palette.primary1Color,\n textColor: palette.alternateTextColor,\n calendarTextColor: palette.textColor,\n selectColor: palette.primary2Color,\n selectTextColor: palette.alternateTextColor,\n calendarYearBackgroundColor: palette.canvasColor,\n headerColor: palette.pickerHeaderColor || palette.primary1Color\n },\n dialog: {\n titleFontSize: 22,\n bodyFontSize: 16,\n bodyColor: (0, _colorManipulator.fade)(palette.textColor, 0.6)\n },\n dropDownMenu: {\n accentColor: palette.borderColor\n },\n enhancedButton: {\n tapHighlightColor: _colors.transparent\n },\n flatButton: {\n color: _colors.transparent,\n buttonFilterColor: '#999999',\n disabledTextColor: (0, _colorManipulator.fade)(palette.textColor, 0.3),\n

textColor: palette.textColor,\n primaryTextColor: palette.primary1Color,\n secondaryTextColor: palette.accent1Color,\n fontSize: _typography2.default.fontStyleButtonFontSize,\n fontWeight: _typography2.default.fontWeightMedium\n },\n floatingActionButton: {\n buttonSize: 56,\n miniSize: 40,\n color: palette.primary1Color,\n iconColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryIconColor: palette.alternateTextColor,\n disabledTextColor: palette.disabledColor,\n
disabledColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12)\n },\n gridTile: {\n textColor: _colors.white\n },\n icon: {\n color: palette.canvasColor,\n backgroundColor: palette.primary1Color\n },\n inkBar: {\n backgroundColor: palette.accent1Color\n },\n drawer: {\n width: spacing.desktopKeylineIncrement * 4,\n color: palette.canvasColor\n },\n listItem: {\n nestedLevelDepth: 18,\n secondaryTextColor: palette.secondaryTextColor,\n leftIconColor: _colors.grey600,\n rightIconColor: _colors.grey600\n },\n menu: {\n backgroundColor: palette.canvasColor,\n containerBackgroundColor: palette.canvasColor\n },\n menuItem: {\n dataHeight: 32,\n height: 48,\n hoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.1),\n padding: spacing.desktopGutter,\n selectedTextColor: palette.accent1Color,\n rightIconDesktopFill: _colors.grey600\n },\n menuSubheader: {\n padding: spacing.desktopGutter,\n borderColor: palette.borderColor,\n textColor: palette.primary1Color\n },\n overlay: {\n backgroundColor: _colors.lightBlack\n },\n paper: {\n color: palette.textColor,\n backgroundColor: palette.canvasColor,\n zDepthShadows: [[1, 6, 0.12, 1, 4, 0.12], [3, 10, 0.16, 3, 10, 0.23], [10, 30, 0.19, 6, 10, 0.23], [14, 45, 0.25, 10, 18, 0.22], [19, 60, 0.30, 15, 20, 0.22]].map(function (d) {\n return '0 ' + d[0] + 'px ' + d[1] + 'px ' + (0, _colorManipulator.fade)(palette.shadowColor, d[2]) + ',\\n 0 ' + d[3] + 'px ' + d[4] + 'px ' + (0, _colorManipulator.fade)(palette.shadowColor, d[5]);\n })\n },\n radioButton: {\n borderColor: palette.textColor,\n backgroundColor: palette.alternateTextColor,\n checkedColor: palette.primary1Color,\n requiredColor: palette.primary1Color,\n disabledColor: palette.disabledColor,\n size: 24,\n
labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor\n },\n raisedButton: {\n color: palette.alternateTextColor,\n textColor: palette.textColor,\n primaryColor: palette.primary1Color,\n primaryTextColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryTextColor: palette.alternateTextColor,\n disabledColor: (0, _colorManipulator.darken)(palette.alternateTextColor, 0.1),\n disabledTextColor: (0, _colorManipulator.fade)(palette.textColor, 0.3),\n fontSize: _typography2.default.fontStyleButtonFontSize,\n fontWeight: _typography2.default.fontWeightMedium\n },\n refreshIndicator: {\n strokeColor: palette.borderColor,\n loadingStrokeColor: palette.primary1Color\n },\n ripple: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.87)\n },\n slider: {\n trackSize: 2,\n trackColor: palette.primary3Color,\n trackColorSelected:
palette.accent3Color,\n handleSize: 12,\n handleSizeDisabled: 8,\n handleSizeActive: 18,\n handleColorZero: palette.primary3Color,\n handleFillColor: palette.alternateTextColor,\n selectionColor: palette.primary1Color,\n rippleColor: palette.primary1Color\n },\n snackbar: {\n textColor: palette.alternateTextColor,\n backgroundColor: palette.textColor,\n actionColor: palette.accent1Color\n },\n subheader: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n fontWeight: _typography2.default.fontWeightMedium\n },\n stepper: {\n backgroundColor: 'transparent',\n hoverBackgroundColor: (0, _colorManipulator.fade)(_colors.black, 0.06),\n iconColor: palette.primary1Color,\n hoveredIconColor: _colors.grey700,\n inactiveIconColor: _colors.grey500,\n textColor: (0, _colorManipulator.fade)(_colors.black, 0.87),\n disabledTextColor: (0, _colorManipulator.fade)(_colors.black, 0.26),\n connectorLineColor: _colors.grey400\n },\n svgIcon: {\n color: palette.textColor\n },\n table: {\n backgroundColor: palette.canvasColor\n },\n tableFooter: {\n borderColor: palette.borderColor,\n textColor: palette.accent3Color\n },\n tableHeader: {\n borderColor: palette.borderColor\n },\n tableHeaderColumn: {\n textColor: palette.accent3Color,\n height: 56,\n spacing: 24\n },\n tableRow: {\n hoverColor: palette.accent2Color,\n stripeColor: (0, _colorManipulator.fade)((0,

_colorManipulator.lighten)(palette.primary1Color, 0.5), 0.4),\n selectedColor: palette.borderColor,\n textColor: palette.textColor,\n borderColor: palette.borderColor,\n height: 48\n },\n tableRowColumn: {\n height: 48,\n spacing: 24\n },\n tabs: {\n backgroundColor: palette.primary1Color,\n textColor: (0, _colorManipulator.fade)(palette.alternateTextColor, 0.7),\n selectedTextColor: palette.alternateTextColor\n },\n textField: {\n textColor: palette.textColor,\n hintColor: palette.disabledColor,\n floatingLabelColor: palette.disabledColor,\n disabledTextColor: palette.disabledColor,\n errorColor: _colors.red500,\n focusColor: palette.primary1Color,\n backgroundColor: 'transparent',\n borderColor: palette.borderColor\n },\n timePicker: {\n color: palette.alternateTextColor,\n textColor: palette.alternateTextColor,\n accentColor: palette.primary1Color,\n clockColor: palette.textColor,\n clockCircleColor: palette.clockCircleColor,\n headerColor: palette.pickerHeaderColor || palette.primary1Color,\n selectColor: palette.primary2Color,\n selectTextColor: palette.alternateTextColor\n },\n toggle: {\n thumbOnColor: palette.primary1Color,\n thumbOffColor: palette.accent2Color,\n thumbDisabledColor: palette.borderColor,\n thumbRequiredColor: palette.primary1Color,\n trackOnColor: (0, _colorManipulator.fade)(palette.primary1Color, 0.5),\n trackOffColor: palette.primary3Color,\n trackDisabledColor: palette.primary3Color,\n labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor,\n trackRequiredColor: (0, _colorManipulator.fade)(palette.primary1Color, 0.5)\n },\n toolbar: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n hoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n backgroundColor: (0, _colorManipulator.darken)(palette.accent2Color, 0.05),\n height: 56,\n titleFontSize: 20,\n iconColor: (0, _colorManipulator.fade)(palette.textColor, 0.4),\n separatorColor: (0, _colorManipulator.fade)(palette.textColor, 0.175),\n menuHoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.1)\n },\n tooltip: {\n color: _colors.white,\n rippleBackgroundColor: _colors.grey700,\n opacity: 0.9\n }\n }, muiTheme, {\n baseTheme: baseTheme,\n // To provide backward compatibility.\n rawTheme: baseTheme // To provide backward compatibility.\n\n });\n var transformers = [_autoprefixer2.default, _rtl2.default, _callOnce2.default].map(function (t) {\n return t(muiTheme);\n }).filter(function (t) {\n return t;\n });\n muiTheme.prepareStyles = _compose2.default.apply(undefined, (0, _toConsumableArray3.default)(transformers));\n return muiTheme;\n}","/**\n * Lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright OpenJS Foundation and other contributors <https://openjsf.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n/** Used to stand-in for `undefined` hash values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/** Used to detect hot functions by number of calls within a span of milliseconds. */\n\nvar HOT_COUNT = 800,\n HOT_SPAN = 16;\n/** Used as references for various `Number` constants. */\n\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n asyncTag = '[object AsyncFunction]',\n boolTag = '[object Boolean]',\n dateTag = '[object Date]',\n errorTag = '[object Error]',\n funcTag = '[object Function]',\n genTag = '[object GeneratorFunction]',\n mapTag = '[object Map]',\n numberTag = '[object Number]',\n nullTag = '[object Null]',\n objectTag = '[object Object]',\n proxyTag = '[object Proxy]',\n regexpTag = '[object RegExp]',\n setTag = '[object Set]',\n stringTag = '[object String]',\n undefinedTag = '[object Undefined]',\n weakMapTag = '[object WeakMap]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n dataViewTag = '[object DataView]',\n float32Tag = '[object Float32Array]',\n float64Tag = '[object Float64Array]',\n int8Tag = '[object Int8Array]',\n int16Tag = '[object Int16Array]',\n int32Tag = '[object Int32Array]',\n uint8Tag = '[object Uint8Array]',\n uint8ClampedTag = '[object Uint8ClampedArray]',\n uint16Tag = '[object Uint16Array]',\n uint32Tag = '[object Uint32Array]';\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\n\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n/** Used to detect host constructors

(Safari). */\n\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n/** Used to detect unsigned integer values. */\n\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n/** Used to identify `toStringTag` values of typed arrays. */\n\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] = typedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] = typedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] = typedArrayTags[dataViewTag] = typedArrayTags[dateTag] = typedArrayTags[errorTag] = typedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag] = typedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] = typedArrayTags[stringTag] = typedArrayTags[weakMapTag] = false;\n/** Detect free variable `global` from Node.js. */\n\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n/** Detect free variable `self`. */\n\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n/** Used as a reference to the global object. */\n\nvar root = freeGlobal || freeSelf || Function('return this')();\n/**
Detect free variable `exports`. */\n\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n/** Detect free variable `module`. */\n\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n/** Detect free variable `process` from Node.js. */\n\nvar freeProcess = moduleExports && freeGlobal.process;\n/** Used to access faster Node.js helpers. */\n\nvar nodeUtil = function () {\n try {\n   // Use `util.types` for Node.js 10+.\n   var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n   if (types) {\n   return types;\n   } // Legacy `process.binding('util')` for Node.js < 10.\n\n\n   return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e) {}\n}();\n/* Node.js helper references. */\n\n\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\n\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0:\n   return func.call(thisArg);\n\n   case 1:\n   return func.call(thisArg, args[0]);\n\n   case 2:\n   return func.call(thisArg, args[0], args[1]);\n\n   case 3:\n   return func.call(thisArg, args[0], args[1], args[2]);\n }\n\n return func.apply(thisArg, args);\n}\n/**\n * The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\n\n\nfunction baseTimes(n, iteratee) {\n var index = -1,\n   result = Array(n);\n\n while (++index < n) {\n   result[index] = iteratee(index);\n }\n\n return result;\n}\n/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\n\n\nfunction baseUnary(func) {\n return function (value) {\n   return func(value);\n };\n}\n/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\n\n\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction overArg(func, transform) {\n return function (arg) {\n   return func(transform(arg));\n };\n}\n/** Used for built-in method references. */\n\n\nvar arrayProto = Array.prototype,\n   funcProto = Function.prototype,\n   objectProto = Object.prototype;\n/** Used to detect overreaching core-js shims. */\n\nvar coreJsData = root['__core-js_shared__'];\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString = funcProto.toString;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty =

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objectProto.hasOwnProperty;\n/** Used to detect methods masquerading as native. */\n\nvar maskSrcKey =
function () {\n  var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n
return uid ? 'Symbol(src)_1.' + uid : '';\n}();\n/**\n * Used
 to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of
values.\n */\n\n\nvar nativeObjectToString = objectProto.toString;\n/** Used to infer the `Object` constructor.
*/\n\nvar objectCtorString = funcToString.call(Object);\n/** Used to detect if a method is native. */\n\nvar
reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar,
'\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n/** Built-in value
references. */\n\nvar Buffer = moduleExports ? root.Buffer : undefined,\n    Symbol = root.Symbol,\n    Uint8Array
= root.Uint8Array,\n    allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined,\n    getPrototype =
overArg(Object.getPrototypeOf, Object),\n    objectCreate = Object.create,\n    propertyIsEnumerable =
objectProto.propertyIsEnumerable,\n    splice = arrayProto.splice,\n    symToStringTag = Symbol ?
Symbol.toStringTag : undefined;\n\nvar defineProperty
 = function () {\n  try {\n    var func = getNative(Object, 'defineProperty');\n    func({}, '', {});\n    return func;\n  }
catch (e) {}\n}();\n/* Built-in method references for those with the same name as other `lodash` methods.
*/\n\n\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined,\n    nativeMax = Math.max,\n    nativeNow =
Date.now;\n/* Built-in method references that are verified to be native. */\n\nvar Map = getNative(root, 'Map'),\n
nativeCreate = getNative(Object, 'create');\n/**\n * The base implementation of `_.create` without support for
assigning\n * properties to the created object.\n *\n * @private\n * @param {Object} proto The object to inherit
from.\n * @returns {Object} Returns the new object.\n */\n\nvar baseCreate = function () {\n  function object()
{}\n\n  return function (proto) {\n    if (!isObject(proto)) {\n      return {};\n    }\n\n    if (objectCreate) {\n      return
objectCreate(proto);\n    }\n\n    object.prototype = proto;\n
   var result = new object();\n    object.prototype = undefined;\n    return result;\n  };\n}();\n/**\n * Creates a hash
object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n
*/\n\n\nfunction Hash(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n
this.clear();\n\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n
}\n}\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf
Hash\n */\n\n\nfunction hashClear() {\n  this.__data__ = nativeCreate ? nativeCreate(null) : {};\n  this.size =
0;\n}\n/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf
Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n *
@returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction hashDelete(key) {\n  var
 result = this.has(key) && delete this.__data__[key];\n  this.size -= result ? 1 : 0;\n  return result;\n}\n/**\n * Gets
the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key
of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction hashGet(key) {\n  var data =
this.__data__;\n\n  if (nativeCreate) {\n    var result = data[key];\n    return result === HASH_UNDEFINED ?
undefined : result;\n  }\n\n  return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n/**\n * Checks if a
hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The
key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n
*/\n\n\nfunction hashHas(key) {\n  var data = this.__data__;\n  return nativeCreate ? data[key] !== undefined :
hasOwnProperty.call(data, key);\n}\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n
 * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to
set.\n * @returns {Object} Returns the hash instance.\n */\n\n\nfunction hashSet(key, value) {\n  var data =
this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] = nativeCreate && value === undefined ?
HASH_UNDEFINED : value;\n  return this;\n} // Add methods to `Hash`.\n\n\nHash.prototype.clear =
hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has =
hashHas;\nHash.prototype.set = hashSet;\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n
* @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction ListCache(entries) {\n  var index = -1,\n
   length = entries == null ? 0 : entries.length;\n  this.clear();\n\n  while (++index < length) {\n    var entry =
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entries[index];\n this.set(entry[0], entry[1]);\n }\n}\n/**\n * Removes all key-value entries from the list cache.\n *\n
 * @private\n * @name clear\n * @memberOf ListCache\n */\n\n\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n\n var lastIndex = data.length - 1;\n\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n\n --this.size;\n return true;\n}\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n return index < 0 ? undefined : data[index][1];\n}\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\n\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\n\n\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n\n return this;\n} // Add methods to `ListCache`.\n\n\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\n\nfunction MapCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\n\n\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash(),\n   'map': new (Map || ListCache)(),\n   'string': new Hash()\n };\n}\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n
 * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\n\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to
 set.\n * @returns {Object} Returns the map cache instance.\n */\n\n\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n   size = data.size;\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n} // Add methods to `MapCache`.\n\n\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\n\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n}\n/**\n * Removes all key-value entries from the stack.\n *\n *

@private\n * @name clear\n * @memberOf Stack\n */\n\n\nfunction stackClear() {\n this.__data__ = new ListCache();\n this.size = 0;\n}\n/**\n * Removes `key` and its
 value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction stackDelete(key) {\n var data = this.__data__,\n   result = data['delete'](key);\n this.size = data.size;\n return result;\n}\n/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\n\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name
 set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\n\n\nfunction stackSet(key, value) {\n var data = this.__data__;\n\n if (data instanceof ListCache) {\n   var pairs = data.__data__;\n\n   if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {\n   pairs.push([key, value]);\n   this.size = ++data.size;\n   return this;\n   }\n\n
 data = this.__data__ = new MapCache(pairs);\n }\n\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n// Add methods to `Stack`.\n\n\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited
 property names.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n   isArg = !isArr && isArguments(value),\n   isBuff = !isArr && !isArg && isBuffer(value),\n   isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n   skipIndexes = isArr || isArg || isBuff || isType,\n   result = skipIndexes ? baseTimes(value.length, String) : [],\n   length = result.length;\n\n for (var key in value) {\n   if ((inherited || hasOwnProperty.call(value, key)) && !(skipIndexes && (\n   // Safari 9 has enumerable `arguments.length` in strict mode.\n   key == 'length' ||\n   // Node.js 0.10 has enumerable non-index properties on buffers.\n   isBuff && (key == 'offset' || key == 'parent') ||\n   // PhantomJS 2 has enumerable non-index properties on typed arrays.\n   isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset') ||\n   // Skip index properties.\n   isIndex(key, length))))
 {\n   result.push(key);\n   }\n }\n\n return result;\n}\n/**\n * This function is like `assignValue` except that it doesn't assign\n * `undefined` values.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction assignMergeValue(object, key, value) {\n if (value !== undefined && !eq(object[key], value) ||\n   value === undefined && !(key in object)) {\n   baseAssignValue(object, key, value);\n }\n}\n/**\n * Assigns `value` to `key` of `object` if the existing value is not equivalent\n * using [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction assignValue(object, key, value) {\n var objValue = object[key];\n\n if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) ||\n   value === undefined && !(key in object)) {\n   baseAssignValue(object, key, value);\n }\n}\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\n\n\nfunction assocIndexOf(array, key) {\n var length = array.length;\n\n while (length--) {\n   if (eq(array[length][0], key)) {\n   return length;\n   }\n }\n\n return -1;\n}\n/**\n * The base implementation of `assignValue` and `assignMergeValue` without\n * value checks.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction baseAssignValue(object, key, value) {\n if (key == '__proto__' && defineProperty) {\n

defineProperty(object,
key, {\n 'configurable': true,\n 'enumerable': true,\n 'value': value,\n 'writable': true\n });\n } else {\n object[key] = value;\n }\n}\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\n\n\nvar baseFor = createBaseFor();\n\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nfunction baseGetTag(value) {\n if (value == null) {\n return value === undefined ? undefinedTag
: nullTag;\n }\n\n return symToStringTag && symToStringTag in Object(value) ? getRawTag(value) : objectToString(value);\n}\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\n\n\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\n\n\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n return false;\n }\n\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value
to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\n\n\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n/**\n * The base implementation of `_.keysIn` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\n\nfunction baseKeysIn(object) {\n if (!isObject(object)) {\n return nativeKeysIn(object);\n }\n\n var isProto = isPrototype(object),\n result = [];\n\n for (var key in object) {\n if (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {\n result.push(key);\n }\n }\n\n return result;\n}\n/**\n * The base implementation of `_.merge` without support for multiple sources.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param
{number} srcIndex The index of `source`.\n * @param {Function} [customizer] The function to customize merged values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\n\nfunction baseMerge(object, source, srcIndex, customizer, stack) {\n if (object === source) {\n return;\n }\n\n baseFor(source, function (srcValue, key) {\n stack || (stack = new Stack());\n\n if (isObject(srcValue)) {\n baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);\n } else {\n var newValue = customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;\n\n if (newValue === undefined) {\n newValue = srcValue;\n }\n\n assignMergeValue(object, key, newValue);\n }\n }, keysIn);\n}\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n * deep merges and tracks traversed objects enabling objects with circular\n * references
to be merged.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function to customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n var objValue = safeGet(object, key),\n srcValue = safeGet(source, key),\n stacked = stack.get(srcValue);\n\n if (stacked) {\n assignMergeValue(object, key, stacked);\n return;\n }\n\n var newValue = customizer ? customizer(objValue, srcValue, key + '', object, source, stack) : undefined;\n var isCommon = newValue === undefined;\n\n if (isCommon) {\n var isArr = isArray(srcValue),\n isBuff =

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!isArr && isBuffer(srcValue),\n    isTyped = !isArr && !isBuff && isTypedArray(srcValue);\n    newValue = srcValue;\n\n    if (isArr || isBuff || isTyped) {\n      if (isArray(objValue)) {\n        newValue = objValue;\n      } else if (isArrayLikeObject(objValue)) {\n        newValue = copyArray(objValue);\n      } else if (isBuff) {\n        isCommon = false;\n        newValue = cloneBuffer(srcValue, true);\n      } else if (isTyped) {\n        isCommon = false;\n        newValue = cloneTypedArray(srcValue, true);\n      } else {\n        newValue = [];\n      }\n    } else if (isPlainObject(srcValue) || isArguments(srcValue)) {\n      newValue = objValue;\n\n      if (isArguments(objValue)) {\n        newValue = toPlainObject(objValue);\n      } else if (!isObject(objValue) || isFunction(objValue)) {\n        newValue = initCloneObject(srcValue);\n      }\n    } else {\n      isCommon = false;\n    }\n  }\n\n  if (isCommon) {\n    // Recursively merge objects and arrays (susceptible
 to call stack limits).\n    stack.set(srcValue, newValue);\n    mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n    stack['delete'](srcValue);\n  }\n\n  assignMergeValue(object, key, newValue);\n}\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction baseRest(func, start) {\n  return setToString(overRest(func, start, identity), func + '');\n}\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\n\nvar baseSetToString = !defineProperty ? identity : function (func, string) {\n  return defineProperty(func,
 'toString', {\n    'configurable': true,\n    'enumerable': false,\n    'value': constant(string),\n    'writable': true\n  });\n};\n/**\n * Creates a clone of  `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n */\n\n\nfunction cloneBuffer(buffer, isDeep) {\n  if (isDeep) {\n    return buffer.slice();\n  }\n\n  var length = buffer.length,\n      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);\n\n  buffer.copy(result);\n  return result;\n}\n/**\n * Creates a clone of `arrayBuffer`.\n *\n * @private\n * @param {ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns the cloned array buffer.\n */\n\n\nfunction cloneArrayBuffer(arrayBuffer) {\n  var result = new arrayBuffer.constructor(arrayBuffer.byteLength);\n  new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n  return result;\n}\n/**\n * Creates
 a clone of `typedArray`.\n *\n * @private\n * @param {Object} typedArray The typed array to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\n\n\nfunction cloneTypedArray(typedArray, isDeep) {\n  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;\n  return new typedArray.constructor(buffer, typedArray.byteOffset, typedArray.length);\n}\n/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array} source The array to copy values from.\n * @param {Array} [array=[]] The array to copy values to.\n * @returns {Array} Returns `array`.\n */\n\n\nfunction copyArray(source, array) {\n  var index = -1,\n      length = source.length;\n  array || (array = Array(length));\n\n  while (++index < length) {\n    array[index] = source[index];\n  }\n\n  return array;\n}\n/**\n * Copies properties of `source` to `object`.\n *\n * @private\n * @param {Object} source The object to copy
 properties from.\n * @param {Array} props The property identifiers to copy.\n * @param {Object} [object={}] The object to copy properties to.\n * @param {Function} [customizer] The function to customize copied values.\n * @returns {Object} Returns `object`.\n */\n\n\nfunction copyObject(source, props, object, customizer) {\n  var isNew = !object;\n  object || (object = {});\n  var index = -1,\n      length = props.length;\n\n  while (++index < length) {\n    var key = props[index];\n    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;\n\n    if (newValue === undefined) {\n      newValue = source[key];\n    }\n\n    if (isNew) {\n      baseAssignValue(object, key, newValue);\n    } else {\n      assignValue(object, key, newValue);\n    }\n  }\n\n  return object;\n}\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The function to assign values.\n * @returns {Function} Returns the new assigner
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function.\n */\n\n\nfunction createAssigner(assigner) {\n return baseRest(function (object, sources) {\n   var index = -1,\n   length = sources.length,\n   customizer = length > 1 ? sources[length - 1] : undefined,\n   guard = length > 2 ? sources[2] : undefined;\n   customizer = assigner.length > 3 && typeof customizer == 'function' ? (length--, customizer) : undefined;\n\n   if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n customizer = length < 3 ? undefined : customizer;\n   length = 1;\n   }\n\n   object = Object(object);\n\n   while (++index < length) {\n   var source = sources[index];\n\n   if (source) {\n   assigner(object, source, index, customizer);\n   }\n   }\n\n   return object;\n });\n}\n/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\n\n\nfunction
createBaseFor(fromRight) {\n return function (object, iteratee, keysFunc) {\n   var index = -1,\n   iterable = Object(object),\n   props = keysFunc(object),\n   length = props.length;\n\n   while (length--) {\n   var key = props[fromRight ? length : ++index];\n\n   if (iteratee(iterable[key], key, iterable) === false) {\n   break;\n   }\n   }\n\n   return object;\n };\n}\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\n\n\nfunction getMapData(map, key) {\n var data = map.__data__;\n return isKeyable(key) ? data[typeof key == 'string' ? 'string' : 'hash'] : data.map;\n}\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n
*/\n\n\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\n\n\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag] = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n\n return result;\n}\n/**\n * Initializes an object clone.\n *\n * @private\n * @param {Object} object The object to clone.\n * @returns {Object} Returns the initialized clone.\n */\n\n\nfunction initCloneObject(object) {\n return typeof object.constructor
== 'function' && !isPrototype(object) ? baseCreate(getPrototype(object)) : {};\n}\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\n\n\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n *
  else `false`.\n */\n\n\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n   return false;\n }\n\n var type = typeof index;\n\n if (type == 'number' ? isArrayLike(object) && isIndex(index, object.length) : type == 'string' && index in object) {\n   return eq(object[index], value);\n }\n\n return false;\n}\n/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\n\n\nfunction isKeyable(value) {\n var type = typeof value;\n return type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean' ? value !== '__proto__' : value === null;\n}\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\n\n\nfunction isMasked(func) {\n return !!maskSrcKey && maskSrcKey
 in func;\n}\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\n\n\nfunction

isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = typeof Ctor == 'function' && Ctor.prototype || objectProto;\n return value === proto;\n}\n/**\n * This function is like\n * [`Object.keys`](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it includes inherited enumerable properties.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\n\nfunction nativeKeysIn(object) {\n var result = [];\n\n if (object != null) {\n   for (var key in Object(object)) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\n\n\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? func.length - 1 : start, 0);\n return function () {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n\n   index = -1;\n   var otherArgs = Array(start + 1);\n\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n/**\n * Gets the value at `key`, unless `key` is \"__proto__\" or \"constructor\".\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\n\n\nfunction safeGet(object, key) {\n if (key === 'constructor' && typeof object[key] === 'function') {\n   return;\n }\n\n if (key == '__proto__') {\n   return;\n }\n\n return object[key];\n}\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\n\nvar setToString = shortOut(baseSetToString);\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\n\n\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n return function () {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n   lastCalled = stamp;\n\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n\n   return func.apply(undefined, arguments);\n };\n}\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\n\n\nfunction toSource(func) {\n if (func != null) {\n   try {\n   return funcToString.call(func);\n   } catch (e) {}\n\n   try {\n   return func + '';\n   } catch (e) {}\n }\n\n return '';\n}\n/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\n\n\nfunction eq(value, other) {\n return value === other || value !== value && other !== other;\n}\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\n\n\nvar isArguments = baseIsArguments(function () {\n return arguments;\n}()) ? baseIsArguments : function (value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value, 'callee');\n};\n/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n *

@returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\n\nvar isArray = Array.isArray;\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's
an integer greater than or\n * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\n\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n/**\n * This method is like `_.isArrayLike` except that it also checks if `value`\n * is an object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array-like object,\n * else `false`.\n * @example\n *\n * _.isArrayLikeObject([1, 2, 3]);\n * // => true\n *\n * _.isArrayLikeObject(document.body.children);\n
* // => true\n *\n * _.isArrayLikeObject('abc');\n * // => false\n *\n * _.isArrayLikeObject(_.noop);\n * // => false\n */\n\n\nfunction isArrayLikeObject(value) {\n return isObjectLike(value) && isArrayLike(value);\n}\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\n\n\nvar isBuffer = nativeIsBuffer || stubFalse;\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n *
// => false\n */\n\nfunction isFunction(value) {\n if (!isObject(value)) {\n   return false;\n } // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and other constructors.\n\n\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\n\n\nfunction isLength(value) {\n return typeof value
== 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\n\n\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type == 'function');\n}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category
Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\n\n\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n/**\n * Checks if `value` is a plain object, that is, an object created by the\n * `Object` constructor or one with a `[[Prototype]]` of `null`.\n *\n * @static\n * @memberOf _\n * @since 0.8.0\n * @category Lang\n * @param {*} value The value to check.\n *

@returns {boolean} Returns `true` if `value` is a plain object, else `false`.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n * }\n *\n * _.isPlainObject(new Foo);\n * // => false\n *\n * _.isPlainObject([1, 2, 3]);\n * // => false\n *\n * _.isPlainObject({ 'x': 0, 'y': 0 });\n * // => true\n *\n *
_.isPlainObject(Object.create(null));\n * // => true\n */\n\n\nfunction isPlainObject(value) {\n if (!isObjectLike(value) || baseGetTag(value) != objectTag) {\n   return false;\n }\n\n var proto = getPrototype(value);\n\n if (proto === null) {\n   return true;\n }\n\n var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;\n return typeof Ctor == 'function' && Ctor instanceof Ctor && funcToString.call(Ctor) == objectCtorString;\n}\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n *
_.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\n\n\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n/**\n * Converts `value` to a plain object flattening inherited enumerable string\n
 * keyed properties of `value` to own properties of the plain object.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.assign({ 'a': 1 }, _.toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\n\nfunction toPlainObject(value) {\n return copyObject(value, keysIn(value));\n}\n\n/**\n * Creates an array of the own and inherited enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c
 = 3;\n *\n * _.keysIn(new Foo);\n * // => ['a', 'b', 'c'] (iteration order is not guaranteed)\n */\n\n\nfunction keysIn(object) {\n return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);\n}\n\n/**\n * This method is like `_.assign` except that it recursively merges own and\n * inherited enumerable string keyed properties of source objects into the\n * destination object. Source properties that resolve to `undefined` are\n * skipped if a destination value exists. Array and plain object properties\n * are merged recursively. Other objects and value types are overridden by\n * assignment. Source objects are applied from left to right. Subsequent\n * sources overwrite property assignments of previous sources.\n *\n * **Note:** This method mutates `object`.\n *\n * @static\n * @memberOf _\n * @since 0.5.0\n * @category Object\n * @param {Object} object The destination object.\n * @param {...Object} [sources] The source objects.\n * @returns {Object} Returns
 `object`.\n * @example\n *\n * var object = {\n *   'a': [{ 'b': 2 }, { 'd': 4 }]\n * };\n *\n * var other = {\n *   'a': [{ 'c': 3 }, { 'e': 5 }]\n * };\n *\n * _.merge(object, other);\n * // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd': 4, 'e': 5 }] }\n */\n\n\nvar merge = createAssigner(function (object, source, srcIndex) {\n baseMerge(object, source, srcIndex);\n});\n/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\n\n\nfunction constant(value) {\n return function () {\n   return value;\n };\n}\n\n/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf
 \n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(.identity(object) === object);\n * // => true\n */\n\n\nfunction identity(value) {\n return value;\n}\n\n/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\n\n\nfunction stubFalse() {\n return false;\n}\n\n\nmodule.exports = merge;","module.exports = function (module) {\n if (!module.webpackPolyfill) {\n   module.deprecate = function () {};\n\n   module.paths = []; // module.parent = undefined by default\n\n   if (!module.children) module.children =

[];\n Object.defineProperty(module, \"loaded\", {\n   enumerable: true,\n   get: function get() {\n   return module.l;\n   }\n });\n Object.defineProperty(module, \"id\", {\n   enumerable: true,\n   get: function get() {\n   return module.i;\n   }\n });\n module.webpackPolyfill = 1;\n }\n\n return module;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _colors = require('../colors');\n\nvar _colorManipulator = require('../../utils/colorManipulator');\n\nvar _spacing = require('../spacing');\n\nvar _spacing2 = _interopRequireDefault(_spacing);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n/**\n * Light Theme is the default theme used in material-ui. It is guaranteed to\n * have all theme variables needed for every component. Variables not defined\n * in a custom theme will default to these values.\n */\n\nexports.default = {\n spacing: _spacing2.default,\n fontFamily: 'Roboto, sans-serif',\n borderRadius: 2,\n palette: {\n primary1Color: _colors.cyan500,\n primary2Color: _colors.cyan700,\n primary3Color: _colors.grey400,\n accent1Color: _colors.pinkA200,\n accent2Color: _colors.grey100,\n accent3Color: _colors.grey500,\n textColor: _colors.darkBlack,\n secondaryTextColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.54),\n alternateTextColor: _colors.white,\n canvasColor: _colors.white,\n borderColor: _colors.grey300,\n disabledColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.3),\n pickerHeaderColor: _colors.cyan500,\n clockCircleColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.07),\n shadowColor: _colors.fullBlack\n }\n};\n/**\n * NB: If you update this file, please also update `docs/src/app/customization/Themes.js`\n */","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n iconSize: 24,\n desktopGutter: 24,\n desktopGutterMore: 32,\n desktopGutterLess: 16,\n desktopGutterMini: 8,\n desktopKeylineIncrement: 64,\n desktopDropDownMenuItemHeight: 32,\n desktopDropDownMenuFontSize: 15,\n desktopDrawerMenuItemHeight: 48,\n desktopSubheaderHeight: 48,\n desktopToolbarHeight: 56\n};","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n menu: 1000,\n appBar: 1100,\n drawerOverlay: 1200,\n drawer: 1300,\n dialogOverlay: 1400,\n dialog: 1500,\n layer: 2000,\n popover: 2100,\n snackbar: 2900,\n tooltip: 3000\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nexports.default = function (muiTheme) {\n var isClient = typeof navigator !== 'undefined';\n var userAgent = muiTheme.userAgent;\n\n if (userAgent === undefined && isClient) {\n userAgent = navigator.userAgent;\n }\n\n if (userAgent === undefined && !hasWarnedAboutUserAgent) {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: userAgent should be supplied in the muiTheme context\\n for server-side rendering.') : void 0;\n hasWarnedAboutUserAgent = true;\n }\n\n var prefixAll = (0, _createPrefixer2.default)(_autoprefixerStatic2.default);\n\n if (userAgent === false) {\n // Disabled autoprefixer\n return null;\n } else if (userAgent === 'all' || userAgent === undefined) {\n // Prefix for all user agent\n return function (style) {\n   var isFlex = ['flex', 'inline-flex'].indexOf(style.display) !== -1;\n   var stylePrefixed = prefixAll(style);\n\n   if (isFlex) {\n   var display = stylePrefixed.display;\n\n   if (isClient) {\n   // We can't apply this join with react-dom:\n   // #https://github.com/facebook/react/issues/6467\n   stylePrefixed.display = display[display.length - 1];\n   } else {\n   stylePrefixed.display = display.join('; display: ');\n   }\n   }\n\n   return stylePrefixed;\n };\n } else {\n var Prefixer = (0, _createPrefixer4.default)(_autoprefixerDynamic2.default, prefixAll);\n var prefixer = new Prefixer({\n   userAgent: userAgent\n });\n return function (style) {\n   return prefixer.prefix(style);\n };\n }\n};\n\nvar _createPrefixer = require('inline-style-prefixer/static/createPrefixer');\n\nvar _createPrefixer2 = _interopRequireDefault(_createPrefixer);\n\nvar _createPrefixer3 = require('inline-style-prefixer/dynamic/createPrefixer');\n\nvar _createPrefixer4 = _interopRequireDefault(_createPrefixer3);\n\nvar _autoprefixerDynamic = require('./autoprefixerDynamic');\n\nvar _autoprefixerDynamic2 = _interopRequireDefault(_autoprefixerDynamic);\n\nvar _autoprefixerStatic = require('./autoprefixerStatic');\n\nvar _autoprefixerStatic2 = _interopRequireDefault(_autoprefixerStatic);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj &&

obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar hasWarnedAboutUserAgent = false;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = createPrefixer;\n\nvar _prefixProperty = require('../utils/prefixProperty');\n\nvar _prefixProperty2 = _interopRequireDefault(_prefixProperty);\n\nvar _prefixValue = require('../utils/prefixValue');\n\nvar _prefixValue2 = _interopRequireDefault(_prefixValue);\n\nvar _addNewValuesOnly = require('../utils/addNewValuesOnly');\n\nvar _addNewValuesOnly2 = _interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require('../utils/isObject');\n\nvar _isObject2 = _interopRequireDefault(_isObject);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction createPrefixer(_ref) {\n var prefixMap = _ref.prefixMap,\n plugins = _ref.plugins;\n\n function prefixAll(style) {\n for (var property in style) {\n var value = style[property]; // handle nested objects\n\n if ((0, _isObject2.default)(value)) {\n style[property] = prefixAll(value); // handle array values\n } else if (Array.isArray(value))
{\n var combinedValue = [];\n\n for (var i = 0, len = value.length; i < len; ++i) {\n var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, prefixMap);\n (0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n } // only modify the value if it was touched\n // by any plugin to prevent unnecessary mutations\n\n\n if (combinedValue.length > 0) {\n style[property] = combinedValue;\n }\n } else {\n var _processedValue = (0, _prefixValue2.default)(plugins, property, value, style, prefixMap); // only modify the value if it was touched\n // by any plugin to prevent unnecessary mutations\n\n\n if (_processedValue) {\n style[property] = _processedValue;\n }\n\n (0, _prefixProperty2.default)(prefixMap, property, style);\n }\n }\n\n return style;\n }\n\n return prefixAll;\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = prefixProperty;\n\nvar _capitalizeString = require('./capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction prefixProperty(prefixProperties, property, style) {\n if (prefixProperties.hasOwnProperty(property)) {\n var requiredPrefixes = prefixProperties[property];\n\n for (var i = 0, len = requiredPrefixes.length; i < len; ++i) {\n style[requiredPrefixes[i] + (0, _capitalizeString2.default)(property)] = style[property];\n }\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nexports.default = createPrefixer;\n\nvar _getBrowserInformation = require('../utils/getBrowserInformation');\n\nvar _getBrowserInformation2 = _interopRequireDefault(_getBrowserInformation);\n\nvar _getPrefixedKeyframes = require('../utils/getPrefixedKeyframes');\n\nvar _getPrefixedKeyframes2 = _interopRequireDefault(_getPrefixedKeyframes);\n\nvar _capitalizeString = require('../utils/capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nvar _addNewValuesOnly
= require('../utils/addNewValuesOnly');\n\nvar _addNewValuesOnly2 = _interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require('../utils/isObject');\n\nvar _isObject2 = _interopRequireDefault(_isObject);\n\nvar _prefixValue = require('../utils/prefixValue');\n\nvar _prefixValue2 = _interopRequireDefault(_prefixValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction createPrefixer(_ref) {\n var prefixMap = _ref.prefixMap,\n plugins = _ref.plugins;\n var fallback =

arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : function (style) {\n return style;\n };\n return function () {\n /**\n * Instantiante a new prefixer\n * @param {string} userAgent - userAgent to gather prefix information
according to caniuse.com\n * @param {string} keepUnprefixed - keeps unprefixed properties and values\n */\n function Prefixer() {\n var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n _classCallCheck(this, Prefixer);\n\n var defaultUserAgent = typeof navigator !== 'undefined' ? navigator.userAgent : undefined;\n this._userAgent = options.userAgent || defaultUserAgent;\n this._keepUnprefixed = options.keepUnprefixed || false;\n\n if (this._userAgent) {\n this._browserInfo = (0, _getBrowserInformation2.default)(this._userAgent);\n } // Checks if the userAgent was resolved correctly\n\n\n if (this._browserInfo && this._browserInfo.cssPrefix) {\n this.prefixedKeyframes = (0, _getPrefixedKeyframes2.default)(this._browserInfo.browserName, this._browserInfo.browserVersion, this._browserInfo.cssPrefix);\n } else {\n this._useFallback = true;\n return false;\n }\n\n var prefixData = this._browserInfo.browserName && prefixMap[this._browserInfo.browserName];\n\n if (prefixData) {\n this._requiresPrefix = {};\n\n for (var property in prefixData) {\n if (prefixData[property] >= this._browserInfo.browserVersion) {\n this._requiresPrefix[property] = true;\n }\n }\n\n this._hasPropsRequiringPrefix = Object.keys(this._requiresPrefix).length > 0;\n } else {\n this._useFallback = true;\n }\n\n this._metaData = {\n browserVersion: this._browserInfo.browserVersion,\n browserName: this._browserInfo.browserName,\n cssPrefix: this._browserInfo.cssPrefix,\n jsPrefix: this._browserInfo.jsPrefix,\n keepUnprefixed: this._keepUnprefixed,\n requiresPrefix: this._requiresPrefix\n };\n }\n\n _createClass(Prefixer, [{\n key: 'prefix',\n value: function prefix(style) {\n // use static prefixer as fallback if userAgent can not be resolved\n if (this._useFallback) {\n return fallback(style);\n } // only add prefixes if needed\n\n\n if (!this._hasPropsRequiringPrefix) {\n return style;\n }\n\n return this._prefixStyle(style);\n }\n }, {\n key: '_prefixStyle',\n value: function _prefixStyle(style) {\n for (var property in style) {\n var value = style[property]; // handle nested objects\n\n if ((0, _isObject2.default)(value)) {\n style[property] = this.prefix(value); // handle array values\n } else if (Array.isArray(value)) {\n var combinedValue = [];\n\n for (var i = 0, len = value.length; i < len; ++i) {\n var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, this._metaData);\n (0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n } // only modify the value if it was touched\n // by any plugin to prevent unnecessary mutations\n\n\n if (combinedValue.length > 0) {\n style[property] = combinedValue;\n }\n } else {\n var _processedValue = (0, _prefixValue2.default)(plugins, property, value, style, this._metaData); // only modify the value if it was touched\n // by any plugin to prevent unnecessary mutations\n\n\n if (_processedValue) {\n style[property] = _processedValue;\n } // add prefixes to properties\n\n\n if (this._requiresPrefix.hasOwnProperty(property)) {\n style[this._browserInfo.jsPrefix + (0, _capitalizeString2.default)(property)] = value;\n\n if (!this._keepUnprefixed) {\n delete style[property];\n }\n }\n }\n }\n\n return style;\n }\n /**\n * Returns a prefixed version of the style object using all vendor prefixes\n * @param {Object} styles - Style object that gets prefixed properties added\n * @returns {Object} - Style object with prefixed properties and values\n */\n\n }], [{\n key: 'prefixAll',\n value: function prefixAll(styles) {\n return fallback(styles);\n }\n }]);\n\n return Prefixer;\n }();\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = getBrowserInformation;\n\nvar _bowser = require('bowser');\n\nvar _bowser2 = _interopRequireDefault(_bowser);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixByBrowser = {\n chrome: 'Webkit',\n safari: 'Webkit',\n ios: 'Webkit',\n android: 'Webkit',\n phantom: 'Webkit',\n opera: 'Webkit',\n webos: 'Webkit',\n blackberry: 'Webkit',\n bada: 'Webkit',\n tizen: 'Webkit',\n chromium: 'Webkit',\n vivaldi: 'Webkit',\n firefox: 'Moz',\n seamoney:

'Moz',\n sailfish: 'Moz',\n msie: 'ms',\n msedge: 'ms'\n};\nvar browserByCanIuseAlias = {\n chrome: 'chrome',\n chromium: 'chrome',\n safari: 'safari',\n firfox: 'firefox',\n msedge: 'edge',\n opera: 'opera',\n vivaldi: 'opera',\n msie: 'ie'\n};\n\nfunction getBrowserName(browserInfo) {\n if (browserInfo.firefox) {\n return 'firefox';\n }\n\n if (browserInfo.mobile || browserInfo.tablet) {\n if (browserInfo.ios) {\n return 'ios_saf';\n } else if (browserInfo.android) {\n return 'android';\n } else if (browserInfo.opera) {\n return 'op_mini';\n }\n }\n\n for (var browser in browserByCanIuseAlias) {\n if (browserInfo.hasOwnProperty(browser)) {\n return browserByCanIuseAlias[browser];\n }\n }\n}\n/**\n * Uses bowser to get default browser browserInformation such as version and name\n * Evaluates bowser browserInfo and adds vendorPrefix browserInformation\n * @param {string} userAgent - userAgent that gets evaluated\n */\n\n\nfunction getBrowserInformation(userAgent) {\n var browserInfo = _bowser2.default._detect(userAgent);\n\n if (browserInfo.yandexbrowser) {\n browserInfo = _bowser2.default._detect(userAgent.replace(/YaBrowser\\/[0-9.]*/, ''));\n }\n\n for (var browser in prefixByBrowser) {\n if (browserInfo.hasOwnProperty(browser)) {\n var prefix = prefixByBrowser[browser];\n browserInfo.jsPrefix = prefix;\n browserInfo.cssPrefix = '-' + prefix.toLowerCase() + '-';\n break;\n }\n }\n\n browserInfo.browserName = getBrowserName(browserInfo);\n // For cordova IOS 8 the version is missing, set truncated osversion to prevent NaN\n\n if (browserInfo.version) {\n browserInfo.browserVersion = parseFloat(browserInfo.version);\n } else {\n browserInfo.browserVersion = parseInt(parseFloat(browserInfo.osversion), 10);\n }\n\n browserInfo.osVersion = parseFloat(browserInfo.osversion);\n // iOS forces all browsers to use Safari under the hood\n // as the Safari version seems\n to match the iOS version\n // we just explicitely use the osversion instead\n // https://github.com/rofrischmann/inline-style-prefixer/issues/72\n\n if (browserInfo.browserName === 'ios_saf' && browserInfo.browserVersion > browserInfo.osVersion) {\n browserInfo.browserVersion = browserInfo.osVersion;\n } // seperate native android chrome\n // https://github.com/rofrischmann/inline-style-prefixer/issues/45\n\n\n if (browserInfo.browserName === 'android' && browserInfo.chrome && browserInfo.browserVersion > 37) {\n browserInfo.browserName = 'and_chr';\n } // For android < 4.4 we want to check the osversion\n // not the chrome version, see issue #26\n // https://github.com/rofrischmann/inline-style-prefixer/issues/26\n\n\n if (browserInfo.browserName === 'android' && browserInfo.osVersion < 5) {\n browserInfo.browserVersion = browserInfo.osVersion;\n } // Samsung browser are basically build on Chrome > 44\n // https://github.com/rofrischmann/inline-style-prefixer/issues/102\n\n\n if (browserInfo.browserName === 'android' && browserInfo.samsungBrowser) {\n browserInfo.browserName = 'and_chr';\n browserInfo.browserVersion = 44;\n }\n\n return browserInfo;\n}\n\nmodule.exports = exports['default'];","/*!\n * Bowser - a browser detector\n * https://github.com/ded/bowser\n * MIT License | (c) Dustin Diaz 2015\n */\n!function (root, name, definition) {\n if (typeof module != 'undefined' && module.exports) module.exports = definition();else if (typeof define == 'function' && define.amd) define(name, definition);else root[name] = definition();\n}(this, 'bowser', function () {\n /**\n * See useragents.js for examples of navigator.userAgent\n */\n var t = true;\n\n function detect(ua) {\n function getFirstMatch(regex) {\n var match = ua.match(regex);\n return match && match.length > 1 && match[1] || '';\n }\n\n function getSecondMatch(regex) {\n var match = ua.match(regex);\n return match && match.length > 1 && match[2] || '';\n }\n\n var iosdevice = getFirstMatch(/(ipod|iphone|ipad)/i).toLowerCase(),\n likeAndroid = /like android/i.test(ua),\n android = !likeAndroid && /android/i.test(ua),\n nexusMobile = /nexus\\s*[0-6]\\s*/i.test(ua),\n nexusTablet = !nexusMobile && /nexus\\s*[0-9]+/i.test(ua),\n chromeos = /CrOS/.test(ua),\n silk = /silk/i.test(ua),\n sailfish = /sailfish/i.test(ua),\n tizen = /tizen/i.test(ua),\n webos = /(web|hpw)(o|0)s/i.test(ua),\n windowsphone = /windows phone/i.test(ua),\n samsungBrowser = /SamsungBrowser/i.test(ua),\n windows = !windowsphone && /windows/i.test(ua),\n mac = !iosdevice && !silk && /macintosh/i.test(ua),\n linux = !android && !sailfish && !tizen && !webos && /linux/i.test(ua),\n edgeVersion = getSecondMatch(/edg([ea]|ios)\\/(\\d+(\\.\\d+)?)/i),\n versionIdentifier = getFirstMatch(/version\\/(\\d+(\\.\\d+)?)/i),\n tablet = /tablet/i.test(ua)

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 && !/tablet pc/i.test(ua),\n        mobile = !tablet && /[^-]mobi/i.test(ua),\n        xbox = /xbox/i.test(ua),\n
result;\n\n    if (/opera/i.test(ua)) {\n      // an old Opera\n      result = {\n        name: 'Opera',\n        opera: t,\n
version: versionIdentifier || getFirstMatch(/(?:opera|opr|opios)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/opr\\/|opios/i.test(ua)) {\n      // a new Opera\n      result = {\n        name: 'Opera',\n        opera: t,\n        version:
getFirstMatch(/(?:opr|opios)[\\s\\/](\\d+(\\.\\d+)?)/i) || versionIdentifier\n      };\n    } else if
(/SamsungBrowser/i.test(ua)) {\n      result = {\n        name: 'Samsung Internet for Android',\n        samsungBrowser:
t,\n        version: versionIdentifier || getFirstMatch(/(?:SamsungBrowser)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/Whale/i.test(ua)) {\n      result = {\n        name: 'NAVER Whale browser',\n        whale: t,\n        version:
getFirstMatch(/(?:whale)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n
      };\n    } else if (/MZBrowser/i.test(ua)) {\n      result = {\n        name: 'MZ Browser',\n        mzbrowser: t,\n
version: getFirstMatch(/(?:MZBrowser)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/coast/i.test(ua)) {\n      result
= {\n        name: 'Opera Coast',\n        coast: t,\n        version: versionIdentifier ||
getFirstMatch(/(?:coast)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/focus/i.test(ua)) {\n      result = {\n        name:
'Focus',\n        focus: t,\n        version: getFirstMatch(/(?:focus)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if
(/yabrowser/i.test(ua)) {\n      result = {\n        name: 'Yandex Browser',\n        yandexbrowser: t,\n        version:
versionIdentifier || getFirstMatch(/(?:yabrowser)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/ucbrowser/i.test(ua))
{\n      result = {\n        name: 'UC Browser',\n        ucbrowser: t,\n        version:
getFirstMatch(/(?:ucbrowser)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n
      };\n    } else if (/mxios/i.test(ua)) {\n      result = {\n        name: 'Maxthon',\n        maxthon: t,\n        version:
getFirstMatch(/(?:mxios)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/epiphany/i.test(ua)) {\n      result = {\n
name: 'Epiphany',\n        epiphany: t,\n        version: getFirstMatch(/(?:epiphany)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n
} else if (/puffin/i.test(ua)) {\n      result = {\n        name: 'Puffin',\n        puffin: t,\n        version:
getFirstMatch(/(?:puffin)[\\s\\/](\\d+(?:\\.\\d+)?)/i)\n      };\n    } else if (/sleipnir/i.test(ua)) {\n      result = {\n
name: 'Sleipnir',\n        sleipnir: t,\n        version: getFirstMatch(/(?:sleipnir)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    }
else if (/k-meleon/i.test(ua)) {\n      result = {\n        name: 'K-Meleon',\n        kMeleon: t,\n        version:
getFirstMatch(/(?:k-meleon)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    }
 else if (windowsphone) {\n      result = {\n        name: 'Windows Phone',\n        osname: 'Windows Phone',\n
windowsphone: t\n      };\n\n      if (edgeVersion) {\n        result.msedge = t;\n        result.version = edgeVersion;\n
} else {\n        result.msie = t;\n        result.version = getFirstMatch(/iemobile\\/(\\d+(\\.\\d+)?)/i);\n      }\n    } else if
(/msie|trident/i.test(ua)) {\n      result = {\n        name: 'Internet Explorer',\n        msie: t,\n        version:
getFirstMatch(/(?:msie |rv:)(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (chromeos) {\n      result = {\n        name:
'Chrome',\n        osname: 'Chrome OS',\n        chromeos: t,\n        chromeBook: t,\n        chrome: t,\n        version:
getFirstMatch(/(?:chrome|crios|crmo)\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/edg([ea]|ios)/i.test(ua)) {\n      result =
{\n        name: 'Microsoft Edge',\n        msedge: t,\n        version: edgeVersion\n      };\n    } else if (/vivaldi/i.test(ua))
 {\n      result = {\n        name: 'Vivaldi',\n        vivaldi: t,\n        version: getFirstMatch(/vivaldi\\/(\\d+(\\.\\d+)?)/i) ||
versionIdentifier\n      };\n    } else if (sailfish) {\n      result = {\n        name: 'Sailfish',\n        osname: 'Sailfish OS',\n
      sailfish: t,\n        version: getFirstMatch(/sailfish\\s?browser\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/seamonkey\\/i.test(ua)) {\n      result = {\n        name: 'SeaMonkey',\n        seamonkey: t,\n        version:
getFirstMatch(/seamonkey\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/firefox|iceweasel|fxios/i.test(ua)) {\n      result =
{\n        name: 'Firefox',\n        firefox: t,\n        version: getFirstMatch(/(?:firefox|iceweasel|fxios)[
\\/](\\d+(\\.\\d+)?)/i)\n      };\n\n      if (/\\((mobile|tablet);[^\\)]*rv:[\\d\\.]+\\)/i.test(ua)) {\n        result.firefoxos = t;\n
      result.osname = 'Firefox OS';\n      }\n    } else if (silk) {\n      result = {\n        name: 'Amazon Silk',\n
        silk: t,\n        version: getFirstMatch(/silk\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/phantom/i.test(ua)) {\n
result = {\n        name: 'PhantomJS',\n        phantom: t,\n        version: getFirstMatch(/phantomjs\\/(\\d+(\\.\\d+)?)/i)\n
      };\n    } else if (/slimerjs/i.test(ua)) {\n      result = {\n        name: 'SlimerJS',\n        slimer: t,\n        version:
getFirstMatch(/slimerjs\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/blackberry|\\bbb\\d+/i.test(ua) ||
/rim\\stablet/i.test(ua)) {\n      result = {\n        name: 'BlackBerry',\n        osname: 'BlackBerry OS',\n
blackberry: t,\n        version: versionIdentifier || getFirstMatch(/blackberry[\\d]+\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else
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if (webos) {\n      result = {\n        name: 'WebOS',\n        osname: 'WebOS',\n        webos: t,\n        version:
versionIdentifier || getFirstMatch(/w(?:eb)?osbrowser\\/(\\d+(\\.\\d+)?)/i)\n      };\n      /touchpad\\//i.test(ua) &&
(result.touchpad
 = t);\n    } else if (/bada/i.test(ua)) {\n      result = {\n        name: 'Bada',\n        osname: 'Bada',\n        bada: t,\n
version: getFirstMatch(/dolfin\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (tizen) {\n      result = {\n        name: 'Tizen',\n
    osname: 'Tizen',\n        tizen: t,\n        version: getFirstMatch(/(?:tizen\\s?)?browser\\/(\\d+(\\.\\d+)?)/i) ||
versionIdentifier\n      };\n    } else if (/qupzilla/i.test(ua)) {\n      result = {\n        name: 'QupZilla',\n        qupzilla:
t,\n        version: getFirstMatch(/(?:qupzilla)[\\s\\/](\\d+(?:\\.\\d+)+)/i) || versionIdentifier\n      };\n    } else if
(/chromium/i.test(ua)) {\n      result = {\n        name: 'Chromium',\n        chromium: t,\n        version:
getFirstMatch(/(?:chromium)[\\s\\/](\\d+(?:\\.\\d+)?)/i) || versionIdentifier\n      };\n    } else if
(/chrome|crios|crmo/i.test(ua)) {\n      result = {\n        name: 'Chrome',\n        chrome: t,\n        version:
getFirstMatch(/(?:chrome|crios|crmo)\\/(\\d+(\\.\\d+)?)/i)\n
      };\n    } else if (android) {\n      result = {\n        name: 'Android',\n        version: versionIdentifier\n      };\n    }
else if (/safari|applewebkit/i.test(ua)) {\n      result = {\n        name: 'Safari',\n        safari: t\n      };\n\n      if
(versionIdentifier) {\n        result.version = versionIdentifier;\n      }\n    } else if (iosdevice) {\n      result = {\n
name: iosdevice == 'iphone' ? 'iPhone' : iosdevice == 'ipad' ? 'iPad' : 'iPod'\n      }; // WTF: version is not part of user
agent in web apps\n\n      if (versionIdentifier) {\n        result.version = versionIdentifier;\n      }\n    } else if
(/googlebot/i.test(ua)) {\n      result = {\n        name: 'Googlebot',\n        googlebot: t,\n        version:
getFirstMatch(/googlebot\\/(\\d+(\\.\\d+))/i) || versionIdentifier\n      };\n    } else {\n      result = {\n        name:
getFirstMatch(/^(.*)\\/(.*) /),\n        version: getSecondMatch(/^(.*)\\/(.*) /)\n
  };\n    } // set webkit or gecko flag for browsers based on these engines\n\n\n    if (!result.msedge &&
/(apple)?webkit/i.test(ua)) {\n      if (/(apple)?webkit\\/537\\.36/i.test(ua)) {\n        result.name = result.name ||
\"Blink\";\n        result.blink = t;\n      } else {\n        result.name = result.name || \"Webkit\";\n        result.webkit =
t;\n      }\n\n      if (!result.version && versionIdentifier) {\n        result.version = versionIdentifier;\n      }\n    } else
if (!result.opera && /gecko\\/i.test(ua)) {\n      result.name = result.name || \"Gecko\";\n      result.gecko = t;\n
result.version = result.version || getFirstMatch(/gecko\\/(\\d+(\\.\\d+)?)/i);\n    } // set OS flags for platforms that have
multiple browsers\n\n\n    if (!result.windowsphone && (android || result.silk)) {\n      result.android = t;\n
result.osname = 'Android';\n    } else if (!result.windowsphone && iosdevice) {\n      result[iosdevice] = t;\n
result.ios = t;\n      result.osname
 = 'iOS';\n    } else if (mac) {\n      result.mac = t;\n      result.osname = 'macOS';\n    } else if (xbox) {\n
result.xbox = t;\n      result.osname = 'Xbox';\n    } else if (windows) {\n      result.windows = t;\n      result.osname =
'Windows';\n    } else if (linux) {\n      result.linux = t;\n      result.osname = 'Linux';\n    }\n\n    function
getWindowsVersion(s) {\n      switch (s) {\n        case 'NT':\n          return 'NT';\n\n        case 'XP':\n          return
'XP';\n\n        case 'NT 5.0':\n          return '2000';\n\n        case 'NT 5.1':\n          return 'XP';\n\n        case 'NT 5.2':\n
      return '2003';\n\n        case 'NT 6.0':\n          return 'Vista';\n\n        case 'NT 6.1':\n          return '7';\n\n        case
'NT 6.2':\n          return '8';\n\n        case 'NT 6.3':\n          return '8.1';\n\n        case 'NT 10.0':\n          return '10';\n\n
  default:\n          return undefined;\n      }\n    } // OS version extraction\n\n\n
    var osVersion = '';\n\n    if (result.windows) {\n      osVersion = getWindowsVersion(getFirstMatch(/Windows
((NT|XP)( \\d\\d?.\\d)?)/i));\n    } else if (result.windowsphone) {\n      osVersion = getFirstMatch(/windows phone
(?:os)?\\s?(\\d+(\\.\\d+)*)/i);\n    } else if (result.mac) {\n      osVersion = getFirstMatch(/Mac OS X
(\\d+([_\\.\\s]\\d+)*)/i);\n      osVersion = osVersion.replace(/[_\\s]/g, '.');\n    } else if (iosdevice) {\n      osVersion =
getFirstMatch(/os (\\d+([_\\s]\\d+)*) like mac os x/i);\n      osVersion = osVersion.replace(/[_\\s]/g, '.');\n    } else if
(android) {\n      osVersion = getFirstMatch(/android[ \\/-](\\d+(\\.\\d+)*)/i);\n    } else if (result.webos) {\n
osVersion = getFirstMatch(/(?:web|hpw)os\\/(\\d+(\\.\\d+)*)/i);\n    } else if (result.blackberry) {\n      osVersion =
getFirstMatch(/rim\\stablet\\sos\\s(\\d+(\\.\\d+)*)/i);\n    } else if (result.bada) {\n      osVersion =
getFirstMatch(/bada\\/(\\d+(\\.\\d+)*)/i);\n    } else if (result.tizen)
 {\n      osVersion = getFirstMatch(/tizen[\\/\\s](\\d+(\\.\\d+)*)/i);\n    }\n\n    if (osVersion) {\n      result.osversion =
osVersion;\n    } // device type extraction\n\n\n    var osMajorVersion = !result.windows &&
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osVersion.split('.')[0];\n\n    if (tablet || nexusTablet || iosdevice == 'ipad' || android && (osMajorVersion == 3 ||
osMajorVersion >= 4 && !mobile) || result.silk) {\n      result.tablet = t;\n    } else if (mobile || iosdevice == 'iphone'
|| iosdevice == 'ipod' || android || nexusMobile || result.blackberry || result.webos || result.bada) {\n      result.mobile =
t;\n    } // Graded Browser Support\n    // http://developer.yahoo.com/yui/articles/gbs\n\n\n    if (result.msedge ||
result.msie && result.version >= 10 || result.yandexbrowser && result.version >= 15 || result.vivaldi &&
result.version >= 1.0 || result.chrome && result.version >= 20 || result.samsungBrowser && result.version >= 4 ||
result.whale && compareVersions([result.version, '1.0']) === 1
 || result.mzbrowser && compareVersions([result.version, '6.0']) === 1 || result.focus &&
compareVersions([result.version, '1.0']) === 1 || result.firefox && result.version >= 20.0 || result.safari &&
result.version >= 6 || result.opera && result.version >= 10.0 || result.ios && result.osversion &&
result.osversion.split(\".\")[0] >= 6 || result.blackberry && result.version >= 10.1 || result.chromium &&
result.version >= 20) {\n      result.a = t;\n    } else if (result.msie && result.version < 10 || result.chrome &&
result.version < 20 || result.firefox && result.version < 20.0 || result.safari && result.version < 6 || result.opera &&
result.version < 10.0 || result.ios && result.osversion && result.osversion.split(\".\")[0] < 6 || result.chromium &&
result.version < 20) {\n      result.c = t;\n    } else result.x = t;\n\n    return result;\n  }\n\n  var bowser = detect(typeof
navigator !== 'undefined' ? navigator.userAgent || '' : '');\n\n  bowser.test = function (browserList) {\n
 for (var i = 0; i < browserList.length; ++i) {\n      var browserItem = browserList[i];\n\n      if (typeof browserItem
=== 'string') {\n        if (browserItem in bowser) {\n          return true;\n        }\n      }\n    }\n\n    return false;\n  };\n
/**\n   * Get version precisions count\n   *\n   * @example\n   *   getVersionPrecision(\"1.10.3\") // 3\n   *\n   *
@param  {string} version\n   * @return {number}\n   */\n\n\n  function getVersionPrecision(version) {\n    return
version.split(\".\").length;\n  }\n  /**\n   * Array::map polyfill\n   *\n   * @param  {Array} arr\n   * @param
{Function} iterator\n   * @return {Array}\n   */\n\n\n  function map(arr, iterator) {\n    var result = [],\n        i;\n\n
if (Array.prototype.map) {\n      return Array.prototype.map.call(arr, iterator);\n    }\n\n    for (i = 0; i < arr.length;
i++) {\n      result.push(iterator(arr[i]));\n    }\n\n    return result;\n  }\n  /**\n   * Calculate browser version weight\n
*\n   * @example\n
 *   compareVersions(['1.10.2.1',  '1.8.2.1.90'])    // 1\n   *   compareVersions(['1.010.2.1', '1.09.2.1.90']);  // 1\n   *
compareVersions(['1.10.2.1',  '1.10.2.1']);    // 0\n   *   compareVersions(['1.10.2.1',  '1.0800.2']);    // -1\n   *\n   *
@param  {Array<String>} versions versions to compare\n   * @return {Number} comparison result\n   */\n\n\n
function compareVersions(versions) {\n    // 1) get common precision for both versions, for example for \"10.0\" and
\"9\" it should be 2\n    var precision = Math.max(getVersionPrecision(versions[0]),
getVersionPrecision(versions[1]));\n    var chunks = map(versions, function (version) {\n      var delta = precision -
getVersionPrecision(version); // 2) \"9\" -> \"9.0\" (for precision = 2)\n\n      version = version + new Array(delta +
1).join(\".0\"); // 3) \"9.0\" -> [\"000000000\"\", \"000000009\"]\n\n      return map(version.split(\".\"), function
(chunk) {\n        return new Array(20 - chunk.length).join(\"0\") + chunk;\n
    }).reverse();\n    }); // iterate in reverse order by reversed chunks array\n\n    while (--precision >= 0) {\n      // 4)
compare: \"000000009\" > \"000000010\" = false (but \"9\" > \"10\" = true)\n      if (chunks[0][precision] >
chunks[1][precision]) {\n        return 1;\n      } else if (chunks[0][precision] === chunks[1][precision]) {\n        if
(precision === 0) {\n          // all version chunks are same\n          return 0;\n        }\n      } else {\n        return -1;\n
}\n    }\n  }\n  /**\n   * Check if browser is unsupported\n   *\n   * @example\n   *
bowser.isUnsupportedBrowser({\n   *     msie: \"10\",\n   *     firefox: \"23\",\n   *     chrome: \"29\",\n   *     safari:
\"5.1\",\n   *     opera: \"16\",\n   *     phantom: \"534\"\n   *   });\n   *\n   * @param  {Object}  minVersions map of
minimal version to browser\n   * @param  {Boolean} [strictMode = false] flag to return false if browser wasn't
found in map\n   * @param  {String}  [ua] user agent string\n
   * @return {Boolean}\n   */\n\n\n  function isUnsupportedBrowser(minVersions, strictMode, ua) {\n    var _bowser
= bowser; // make strictMode param optional with ua param usage\n\n    if (typeof strictMode === 'string') {\n      ua
= strictMode;\n      strictMode = void 0;\n    }\n\n    if (strictMode === void 0) {\n      strictMode = false;\n    }\n\n
if (ua) {\n      _bowser = detect(ua);\n    }\n\n    var version = \"\" + _bowser.version;\n\n    for (var browser in
minVersions) {\n      if (minVersions.hasOwnProperty(browser)) {\n        if (_bowser[browser]) {\n          if (typeof
```

minVersions[browser] !== 'string') {\n throw new Error('Browser version in the minVersion map should be a string: ' + browser + ': ' + String(minVersions));\n } // browser version and min supported version.\n\n\n return compareVersions([version, minVersions[browser]]) < 0;\n }\n }\n }\n\n return strictMode; // not found\n }\n /**\n * Check if browser
is supported\n *\n * @param {Object} minVersions map of minimal version to browser\n * @param {Boolean} [strictMode = false] flag to return false if browser wasn't found in map\n * @param {String} [ua] user agent string\n * @return {Boolean}\n */\n\n\n function check(minVersions, strictMode, ua) {\n return !isUnsupportedBrowser(minVersions, strictMode, ua);\n }\n\n bowser.isUnsupportedBrowser = isUnsupportedBrowser;\n bowser.compareVersions = compareVersions;\n bowser.check = check;\n /*\n * Set our detect method to the main bowser object so we can\n * reuse it to test other user agents.\n * This is needed to implement future tests.\n */\n\n bowser._detect = detect;\n /*\n * Set our detect public method to the main bowser object\n * This is needed to implement bowser in server side\n */\n\n bowser.detect = detect;\n return bowser;\n});","module.exports = function() {\n\tthrow new Error(\"define cannot be used indirect\");\n};\n","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\nexports.default = getPrefixedKeyframes;\n\nfunction getPrefixedKeyframes(browserName, browserVersion, cssPrefix) {\n var prefixedKeyframes = 'keyframes';\n\n if (browserName === 'chrome' && browserVersion < 43 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 9 || browserName === 'opera' && browserVersion < 30 || browserName === 'android' && browserVersion <= 4.4 || browserName === 'and_uc') {\n return cssPrefix + prefixedKeyframes;\n }\n\n return prefixedKeyframes;\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\n\nvar _calc = require('inline-style-prefixer/dynamic/plugins/calc');\n\nvar _calc2 = _interopRequireDefault(_calc);\n\nvar _flex = require('inline-style-prefixer/dynamic/plugins/flex');\n\nvar _flex2 = _interopRequireDefault(_flex);\n\nvar _flexboxIE = require('inline-style-prefixer/dynamic/plugins/flexboxIE');\n\nvar
_flexboxIE2 = _interopRequireDefault(_flexboxIE);\n\nvar _flexboxOld = require('inline-style-prefixer/dynamic/plugins/flexboxOld');\n\nvar _flexboxOld2 = _interopRequireDefault(_flexboxOld);\n\nvar _gradient = require('inline-style-prefixer/dynamic/plugins/gradient');\n\nvar _gradient2 = _interopRequireDefault(_gradient);\n\nvar _sizing = require('inline-style-prefixer/dynamic/plugins/sizing');\n\nvar _sizing2 = _interopRequireDefault(_sizing);\n\nvar _transition = require('inline-style-prefixer/dynamic/plugins/transition');\n\nvar _transition2 = _interopRequireDefault(_transition);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = {\n plugins: [_calc2.default, _flex2.default, _flexboxIE2.default, _flexboxOld2.default, _gradient2.default, _sizing2.default, _transition2.default],\n prefixMap: {\n \"chrome\": {\n \"transform\": 35,\n \"transformOrigin\": 35,\n
\"transformOriginX\": 35,\n \"transformOriginY\": 35,\n \"backfaceVisibility\": 35,\n \"perspective\": 35,\n \"perspectiveOrigin\": 35,\n \"transformStyle\": 35,\n \"transformOriginZ\": 35,\n \"animation\": 42,\n \"animationDelay\": 42,\n \"animationDirection\": 42,\n \"animationFillMode\": 42,\n \"animationDuration\": 42,\n \"animationIterationCount\": 42,\n \"animationName\": 42,\n \"animationPlayState\": 42,\n \"animationTimingFunction\": 42,\n \"appearance\": 60,\n \"userSelect\": 53,\n \"fontKerning\": 32,\n \"textEmphasisPosition\": 60,\n \"textEmphasis\": 60,\n \"textEmphasisStyle\": 60,\n \"textEmphasisColor\": 60,\n \"boxDecorationBreak\": 60,\n \"clipPath\": 54,\n \"maskImage\": 60,\n \"maskMode\": 60,\n \"maskRepeat\": 60,\n \"maskPosition\": 60,\n \"maskClip\": 60,\n \"maskOrigin\": 60,\n \"maskSize\": 60,\n
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\"maskBorderRepeat\": 45,\n \"maskBorder\": 45,\n \"maskType\": 45,\n \"textDecorationStyle\": 43,\n \"textDecorationSkip\": 43,\n \"textDecorationLine\": 43,\n \"textDecorationColor\": 43,\n \"filter\": 39,\n \"fontFeatureSettings\": 34,\n \"breakAfter\": 36,\n \"breakBefore\": 36,\n \"breakInside\": 36,\n \"columnCount\": 36,\n \"columnFill\": 36,\n \"columnGap\": 36,\n \"columnRule\": 36,\n \"columnRuleColor\": 36,\n \"columnRuleStyle\": 36,\n \"columnRuleWidth\": 36,\n \"columns\": 36,\n \"columnSpan\": 36,\n \"columnWidth\": 36\n },\n \"ie\": {\n \"flex\": 10,\n \"flexDirection\": 10,\n \"flexFlow\": 10,\n \"flexWrap\": 10,\n \"transform\": 9,\n \"transformOrigin\": 9,\n \"transformOriginX\": 9,\n \"transformOriginY\": 9,\n \"userSelect\": 11,\n \"wrapFlow\": 11,\n \"wrapThrough\": 11,\n \"wrapMargin\": 11,\n \"scrollSnapType\": 11,\n \"scrollSnapPointsX\": 11,\n \"scrollSnapPointsY\": 11,\n \"scrollSnapDestination\": 11,\n \"scrollSnapCoordinate\": 11,\n \"touchAction\": 10,\n \"hyphens\": 11,\n \"flowInto\": 11,\n \"flowFrom\": 11,\n \"breakBefore\": 11,\n \"breakAfter\": 11,\n \"breakInside\": 11,\n \"regionFragment\": 11,\n \"gridTemplateColumns\": 11,\n \"gridTemplateRows\": 11,\n \"gridTemplateAreas\": 11,\n \"gridTemplate\": 11,\n \"gridAutoColumns\": 11,\n \"gridAutoRows\": 11,\n \"gridAutoFlow\": 11,\n \"grid\": 11,\n \"gridRowStart\": 11,\n \"gridColumnStart\": 11,\n \"gridRowEnd\": 11,\n \"gridRow\": 11,\n \"gridColumn\": 11,\n \"gridColumnEnd\": 11,\n \"gridColumnGap\": 11,\n \"gridRowGap\": 11,\n \"gridArea\": 11,\n \"gridGap\": 11,\n \"textSizeAdjust\": 11\n },\n \"edge\": {\n \"userSelect\": 15,\n \"wrapFlow\": 15,\n \"wrapThrough\": 15,\n \"wrapMargin\": 15,\n \"scrollSnapType\": 15,\n \"scrollSnapPointsX\": 15,\n \"scrollSnapPointsY\": 15,\n \"scrollSnapDestination\": 15,\n \"scrollSnapCoordinate\": 15,\n \"hyphens\": 15,\n \"flowInto\": 15,\n \"flowFrom\": 15,\n \"breakBefore\": 15,\n \"breakAfter\": 15,\n \"breakInside\": 15,\n \"regionFragment\": 15,\n \"gridTemplateColumns\": 15,\n \"gridTemplateRows\": 15,\n \"gridTemplateAreas\": 15,\n \"gridTemplate\": 15,\n \"gridAutoColumns\": 15,\n \"gridAutoRows\": 15,\n \"gridAutoFlow\": 15,\n \"grid\": 15,\n \"gridRowStart\": 15,\n \"gridColumnStart\": 15,\n \"gridRowEnd\": 15,\n \"gridRow\": 15,\n \"gridColumn\": 15,\n \"gridColumnEnd\": 15,\n \"gridColumnGap\": 15,\n \"gridRowGap\": 15,\n \"gridArea\": 15,\n \"gridGap\": 15\n },\n \"ios_saf\": {\n \"flex\": 8.1,\n \"flexBasis\": 8.1,\n \"flexDirection\": 8.1,\n \"flexGrow\": 8.1,\n \"flexFlow\": 8.1,\n \"flexShrink\": 8.1,\n \"flexWrap\": 8.1,\n \"alignContent\": 8.1,\n \"alignItems\": 8.1,\n \"alignSelf\": 8.1,\n \"justifyContent\": 8.1,\n \"order\": 8.1,\n \"transition\": 6,\n \"transitionDelay\": 6,\n \"transitionDuration\": 6,\n \"transitionProperty\": 6,\n \"transitionTimingFunction\": 6,\n \"transform\": 8.1,\n \"transformOrigin\": 8.1,\n \"transformOriginX\": 8.1,\n \"transformOriginY\": 8.1,\n \"backfaceVisibility\": 8.1,\n \"perspective\": 8.1,\n \"perspectiveOrigin\": 8.1,\n \"transformStyle\": 8.1,\n \"transformOriginZ\": 8.1,\n \"animation\": 8.1,\n \"animationDelay\": 8.1,\n \"animationDirection\": 8.1,\n \"animationFillMode\": 8.1,\n \"animationDuration\": 8.1,\n \"animationIterationCount\": 8.1,\n \"animationName\": 8.1,\n \"animationPlayState\": 8.1,\n \"animationTimingFunction\": 8.1,\n \"appearance\": 10,\n \"userSelect\": 10,\n \"backdropFilter\": 10,\n \"fontKerning\": 10,\n \"scrollSnapType\": 10,\n \"scrollSnapPointsX\": 10,\n \"scrollSnapPointsY\": 10,\n \"scrollSnapDestination\": 10,\n \"scrollSnapCoordinate\": 10,\n \"boxDecorationBreak\": 10,\n \"clipPath\": 10,\n \"maskImage\": 10,\n \"maskMode\": 10,\n \"maskRepeat\": 10,\n \"maskPosition\": 10,\n \"maskClip\": 10,\n \"maskOrigin\": 10,\n \"maskSize\": 10,\n \"maskComposite\": 10,\n \"mask\": 10,\n \"maskBorderSource\": 10,\n \"maskBorderMode\": 10,\n \"maskBorderSlice\": 10,\n \"maskBorderWidth\": 10,\n \"maskBorderOutset\": 10,\n \"maskBorderRepeat\": 10,\n \"maskBorder\": 10,\n \"maskType\": 10,\n \"textSizeAdjust\": 10,\n \"textDecorationStyle\": 10,\n \"textDecorationSkip\": 10,\n \"textDecorationLine\": 10,\n \"textDecorationColor\": 10,\n \"shapeImageThreshold\": 10,\n \"shapeImageMargin\": 10,\n \"shapeImageOutside\": 10,\n \"filter\": 9,\n \"hyphens\": 10,\n \"flowInto\": 10,\n \"flowFrom\": 10,\n \"breakBefore\": 8.1,\n \"breakAfter\": 8.1,\n \"breakInside\":

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53,\n \"columnRule\": 53,\n \"columnRuleColor\": 53,\n \"columnRuleStyle\": 53,\n \"columnRuleWidth\": 53,\n \"columns\": 53,\n \"columnSpan\": 53,\n \"columnWidth\": 53\n },\n \"and_chr\": {\n \"appearance\": 56,\n \"textEmphasisPosition\": 56,\n \"textEmphasis\": 56,\n \"textEmphasisStyle\": 56,\n \"textEmphasisColor\": 56,\n \"boxDecorationBreak\": 56,\n \"maskImage\": 56,\n \"maskMode\": 56,\n \"maskRepeat\": 56,\n \"maskPosition\": 56,\n \"maskClip\": 56,\n \"maskOrigin\": 56,\n \"maskSize\": 56,\n \"maskComposite\": 56,\n \"mask\": 56,\n \"maskBorderSource\": 56,\n \"maskBorderMode\": 56,\n \"maskBorderSlice\": 56,\n \"maskBorderWidth\": 56,\n \"maskBorderOutset\": 56,\n \"maskBorderRepeat\": 56,\n \"maskBorder\": 56,\n \"maskType\": 56,\n \"textDecorationStyle\": 56,\n \"textDecorationSkip\": 56,\n \"textDecorationLine\":
56,\n \"textDecorationColor\": 56\n },\n \"and_uc\": {\n \"flex\": 11,\n \"flexBasis\": 11,\n \"flexDirection\": 11,\n \"flexGrow\": 11,\n \"flexFlow\": 11,\n \"flexShrink\": 11,\n \"flexWrap\": 11,\n \"alignContent\": 11,\n \"alignItems\": 11,\n \"alignSelf\": 11,\n \"justifyContent\": 11,\n \"order\": 11,\n \"transition\": 11,\n \"transitionDelay\": 11,\n \"transitionDuration\": 11,\n \"transitionProperty\": 11,\n \"transitionTimingFunction\": 11,\n \"transform\": 11,\n \"transformOrigin\": 11,\n \"transformOriginX\": 11,\n \"transformOriginY\": 11,\n \"backfaceVisibility\": 11,\n \"perspective\": 11,\n \"perspectiveOrigin\": 11,\n \"transformStyle\": 11,\n \"transformOriginZ\": 11,\n \"animation\": 11,\n \"animationDelay\": 11,\n \"animationDirection\": 11,\n \"animationFillMode\": 11,\n \"animationDuration\":
11,\n \"animationIterationCount\": 11,\n \"animationName\": 11,\n \"animationPlayState\": 11,\n \"animationTimingFunction\": 11,\n \"appearance\": 11,\n \"userSelect\": 11,\n \"fontKerning\": 11,\n \"textEmphasisPosition\": 11,\n \"textEmphasis\": 11,\n \"textEmphasisStyle\": 11,\n \"textEmphasisColor\": 11,\n \"maskImage\": 11,\n \"maskMode\": 11,\n \"maskRepeat\": 11,\n \"maskPosition\": 11,\n \"maskClip\": 11,\n \"maskOrigin\": 11,\n \"maskSize\": 11,\n

\"maskComposite\": 11,\n \"mask\": 11,\n \"maskBorderSource\": 11,\n \"maskBorderMode\": 11,\n \"maskBorderSlice\": 11,\n \"maskBorderWidth\": 11,\n \"maskBorderOutset\": 11,\n \"maskBorderRepeat\": 11,\n \"maskBorder\": 11,\n \"maskType\": 11,\n \"textSizeAdjust\": 11,\n \"filter\": 11,\n \"hyphens\": 11,\n \"flowInto\": 11,\n \"flowFrom\": 11,\n \"breakBefore\": 11,\n \"breakAfter\": 11,\n \"breakInside\": 11,\n \"regionFragment\": 11,\n \"fontFeatureSettings\": 11,\n \"columnCount\": 11,\n \"columnFill\": 11,\n \"columnGap\": 11,\n \"columnRule\": 11,\n \"columnRuleColor\": 11,\n \"columnRuleStyle\": 11,\n \"columnRuleWidth\": 11,\n \"columns\": 11,\n \"columnSpan\": 11,\n \"columnWidth\": 11\n },\n \"op_mini\": {}\n }\n};\n/* eslint-disable */","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = calc;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction calc(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed;\n\n if (typeof value === 'string' && value.indexOf('calc(') > -1 && (browserName === 'firefox' && browserVersion < 15 || browserName === 'chrome' && browserVersion < 25 || browserName === 'safari' && browserVersion < 6.1 || browserName === 'ios_saf' && browserVersion < 7)) {\n return (0, _getPrefixedValue2.default)(value.replace(/calc\\(/g, cssPrefix + 'calc('), value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flex;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar values = {\n flex: true,\n 'inline-flex': true\n};\n\nfunction flex(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed;\n\n if (property === 'display' && values[value] && (browserName === 'chrome' && browserVersion < 29 && browserVersion > 20 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 9 && browserVersion > 6 || browserName === 'opera' && (browserVersion === 15 || browserVersion === 16))) {\n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxIE;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar alternativeValues = {\n 'space-around': 'distribute',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n flex: 'flexbox',\n 'inline-flex': 'inline-flexbox'\n};\nvar alternativeProps = {\n alignContent: 'msFlexLinePack',\n alignSelf: 'msFlexItemAlign',\n alignItems: 'msFlexAlign',\n justifyContent: 'msFlexPack',\n order: 'msFlexOrder',\n flexGrow: 'msFlexPositive',\n flexShrink: 'msFlexNegative',\n flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed,\n requiresPrefix = _ref.requiresPrefix;\n\n if ((alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'ie_mob' || browserName === 'ie') && browserVersion === 10) {\n delete requiresPrefix[property];\n\n if (!keepUnprefixed && !Array.isArray(style[property])) {\n delete style[property];\n }\n\n if (property === 'display' && alternativeValues.hasOwnProperty(value)) {\n return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n }\n\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxOld;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction flexboxOld(property, value, style, _ref) {\n var browserName = _ref.browserName,

obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar alternativeValues = {\n 'space-around': 'justify',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n 'wrap-reverse': 'multiple',\n wrap: 'multiple',\n flex: 'box',\n
'inline-flex': 'inline-box'\n};\nvar alternativeProps = {\n alignItems: 'WebkitBoxAlign',\n justifyContent: 'WebkitBoxPack',\n flexWrap: 'WebkitBoxLines'\n};\nvar otherProps = ['alignContent', 'alignSelf', 'order', 'flexGrow', 'flexShrink', 'flexBasis', 'flexDirection'];\nvar properties = Object.keys(alternativeProps).concat(otherProps);\n\nfunction flexboxOld(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed,\n requiresPrefix = _ref.requiresPrefix;\n\n if ((properties.indexOf(property) > -1 || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'firefox' && browserVersion < 22 || browserName === 'chrome' && browserVersion < 21 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion <= 6.1 || browserName === 'android' && browserVersion < 4.4 || browserName
=== 'and_uc')) {\n delete requiresPrefix[property];\n\n if (!keepUnprefixed && !Array.isArray(style[property])) {\n delete style[property];\n }\n\n if (property === 'flexDirection' && typeof value === 'string') {\n if (value.indexOf('column') > -1) {\n style.WebkitBoxOrient = 'vertical';\n } else {\n style.WebkitBoxOrient = 'horizontal';\n }\n\n if (value.indexOf('reverse') > -1) {\n style.WebkitBoxDirection = 'reverse';\n } else {\n style.WebkitBoxDirection = 'normal';\n }\n }\n\n if (property === 'display' && alternativeValues.hasOwnProperty(value)) {\n return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n }\n\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\",
{\n value: true\n});\nexports.default = gradient;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\nfunction gradient(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed;\n\n if (typeof value === 'string' && values.test(value) && (browserName === 'firefox' && browserVersion < 16 || browserName === 'chrome' && browserVersion < 26 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' && browserVersion
< 4.4 || browserName === 'and_uc')) {\n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = sizing;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar properties = {\n maxHeight: true,\n maxWidth: true,\n width: true,\n height: true,\n columnWidth: true,\n minWidth: true,\n minHeight: true\n};\nvar values = {\n 'min-content': true,\n 'max-content': true,\n 'fill-available': true,\n 'fit-content': true,\n 'contain-floats': true // TODO: chrome & opera support it\n};\n\nfunction sizing(property, value, style, _ref) {\n var cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed;
// This might change in the future\n // Keep an eye on it\n\n if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = transition;\n\nvar _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');\n\nvar _hyphenateProperty2 =

_interopRequireDefault(_hyphenateProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar properties = {\n transition: true,\n transitionProperty: true,\n WebkitTransition: true,\n WebkitTransitionProperty: true,\n MozTransition: true,\n MozTransitionProperty: true\n};\nvar requiresPrefixDashCased = void 0;\n\nfunction transition(property, value, style, _ref) {\n var cssPrefix = _ref.cssPrefix,\n   keepUnprefixed = _ref.keepUnprefixed,\n   requiresPrefix = _ref.requiresPrefix;\n\n if (typeof value === 'string' && properties.hasOwnProperty(property)) {\n   // memoize the prefix array for later use\n   if (!requiresPrefixDashCased) {\n   requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {\n   return (0, _hyphenateProperty2.default)(prop);\n   });\n   } // only split multi values, not cubic beziers\n\n\n   var multipleValues = value.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g);\n   requiresPrefixDashCased.forEach(function (prop) {\n   multipleValues.forEach(function (val, index) {\n   if (val.indexOf(prop) > -1 && prop !== 'order') {\n   multipleValues[index] = val.replace(prop, cssPrefix + prop) + (keepUnprefixed ? ',' + val : '');\n   }\n   });\n   });\n   return multipleValues.join(',');\n }\n}\n\nmodule.exports = exports['default'];","/* eslint-disable no-var, prefer-template */\nvar uppercasePattern = /[A-Z]/g;\nvar msPattern = /^ms-/;\nvar cache = {};\n\nfunction toHyphenLower(match) {\n return '-' + match.toLowerCase();\n}\n\nfunction hyphenateStyleName(name) {\n if (cache.hasOwnProperty(name)) {\n   return cache[name];\n }\n\n var hName = name.replace(uppercasePattern, toHyphenLower);\n return cache[name] = msPattern.test(hName) ? '-' + hName : hName;\n}\n\nexport default hyphenateStyleName;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _calc = require('inline-style-prefixer/static/plugins/calc');\n\nvar _calc2 = _interopRequireDefault(_calc);\n\nvar _flex = require('inline-style-prefixer/static/plugins/flex');\n\nvar _flex2 = _interopRequireDefault(_flex);\n\nvar _flexboxIE = require('inline-style-prefixer/static/plugins/flexboxIE');\n\nvar _flexboxIE2 = _interopRequireDefault(_flexboxIE);\n\nvar _flexboxOld = require('inline-style-prefixer/static/plugins/flexboxOld');\n\nvar _flexboxOld2 = _interopRequireDefault(_flexboxOld);\n\nvar _gradient = require('inline-style-prefixer/static/plugins/gradient');\n\nvar _gradient2 = _interopRequireDefault(_gradient);\n\nvar _sizing = require('inline-style-prefixer/static/plugins/sizing');\n\nvar _sizing2 = _interopRequireDefault(_sizing);\n\nvar _transition = require('inline-style-prefixer/static/plugins/transition');\n\nvar _transition2 = _interopRequireDefault(_transition);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = {\n plugins: [_calc2.default, _flex2.default, _flexboxIE2.default, _flexboxOld2.default, _gradient2.default, _sizing2.default, _transition2.default],\n prefixMap: {\n   \"transform\": [\"Webkit\", \"ms\"],\n   \"transformOrigin\": [\"Webkit\", \"ms\"],\n   \"transformOriginX\": [\"Webkit\", \"ms\"],\n   \"transformOriginY\": [\"Webkit\", \"ms\"],\n   \"backfaceVisibility\": [\"Webkit\"],\n   \"perspective\": [\"Webkit\"],\n   \"perspectiveOrigin\": [\"Webkit\"],\n   \"transformStyle\": [\"Webkit\"],\n   \"transformOriginZ\": [\"Webkit\"],\n   \"animation\": [\"Webkit\"],\n   \"animationDelay\": [\"Webkit\"],\n   \"animationDirection\": [\"Webkit\"],\n   \"animationFillMode\": [\"Webkit\"],\n   \"animationDuration\": [\"Webkit\"],\n   \"animationIterationCount\": [\"Webkit\"],\n   \"animationName\": [\"Webkit\"],\n   \"animationPlayState\": [\"Webkit\"],\n   \"animationTimingFunction\": [\"Webkit\"],\n   \"appearance\": [\"Webkit\", \"Moz\"],\n   \"userSelect\": [\"Webkit\", \"Moz\", \"ms\"],\n   \"fontKerning\": [\"Webkit\"],\n   \"textEmphasisPosition\": [\"Webkit\"],\n   \"textEmphasis\": [\"Webkit\"],\n   \"textEmphasisStyle\": [\"Webkit\"],\n   \"textEmphasisColor\": [\"Webkit\"],\n   \"boxDecorationBreak\": [\"Webkit\"],\n   \"clipPath\": [\"Webkit\"],\n   \"maskImage\": [\"Webkit\"],\n   \"maskMode\": [\"Webkit\"],\n   \"maskRepeat\": [\"Webkit\"],\n   \"maskPosition\": [\"Webkit\"],\n   \"maskClip\": [\"Webkit\"],\n   \"maskOrigin\": [\"Webkit\"],\n   \"maskSize\": [\"Webkit\"],\n   \"maskComposite\": [\"Webkit\"],\n   \"mask\": [\"Webkit\"],\n   \"maskBorderSource\": [\"Webkit\"],\n   \"maskBorderMode\": [\"Webkit\"],\n   \"maskBorderSlice\": [\"Webkit\"],\n   \"maskBorderWidth\": [\"Webkit\"],\n   \"maskBorderOutset\": [\"Webkit\"],\n   \"maskBorderRepeat\": [\"Webkit\"],\n   \"maskBorder\": [\"Webkit\"],\n   \"maskType\": [\"Webkit\"],\n   \"textDecorationStyle\": [\"Webkit\", \"Moz\"],\n   \"textDecorationSkip\": [\"Webkit\",

\"Moz\"],\n \"textDecorationLine\": [\"Webkit\", \"Moz\"],\n \"textDecorationColor\": [\"Webkit\", \"Moz\"],\n \"filter\": [\"Webkit\"],\n \"fontFeatureSettings\": [\"Webkit\", \"Moz\"],\n \"breakAfter\": [\"Webkit\", \"Moz\", \"ms\"],\n \"breakBefore\": [\"Webkit\", \"Moz\", \"ms\"],\n \"breakInside\": [\"Webkit\", \"Moz\", \"ms\"],\n \"columnCount\": [\"Webkit\", \"Moz\"],\n \"columnFill\": [\"Webkit\", \"Moz\"],\n \"columnGap\": [\"Webkit\", \"Moz\"],\n \"columnRule\": [\"Webkit\", \"Moz\"],\n \"columnRuleColor\": [\"Webkit\", \"Moz\"],\n \"columnRuleStyle\": [\"Webkit\", \"Moz\"],\n \"columnRuleWidth\": [\"Webkit\", \"Moz\"],\n \"columns\": [\"Webkit\", \"Moz\"],\n \"columnSpan\": [\"Webkit\", \"Moz\"],\n \"columnWidth\": [\"Webkit\", \"Moz\"],\n \"flex\": [\"Webkit\", \"ms\"],\n \"flexBasis\": [\"Webkit\"],\n \"flexDirection\": [\"Webkit\", \"ms\"],\n \"flexGrow\": [\"Webkit\"],\n \"flexFlow\": [\"Webkit\", \"ms\"],\n \"flexShrink\": [\"Webkit\"],\n \"flexWrap\": [\"Webkit\", \"ms\"],\n \"alignContent\": [\"Webkit\"],\n \"alignItems\": [\"Webkit\"],\n \"alignSelf\": [\"Webkit\"],\n \"justifyContent\": [\"Webkit\"],\n \"order\": [\"Webkit\"],\n \"transitionDelay\": [\"Webkit\"],\n \"transitionDuration\": [\"Webkit\"],\n \"transitionProperty\": [\"Webkit\"],\n \"transitionTimingFunction\": [\"Webkit\"],\n \"backdropFilter\": [\"Webkit\"],\n \"scrollSnapType\": [\"Webkit\", \"ms\"],\n \"scrollSnapPointsX\": [\"Webkit\", \"ms\"],\n \"scrollSnapPointsY\": [\"Webkit\", \"ms\"],\n \"scrollSnapDestination\": [\"Webkit\", \"ms\"],\n \"scrollSnapCoordinate\": [\"Webkit\", \"ms\"],\n \"shapeImageThreshold\": [\"Webkit\"],\n \"shapeImageMargin\": [\"Webkit\"],\n \"shapeImageOutside\": [\"Webkit\"],\n \"hyphens\": [\"Webkit\", \"Moz\", \"ms\"],\n \"flowInto\": [\"Webkit\", \"ms\"],\n \"flowFrom\": [\"Webkit\", \"ms\"],\n \"regionFragment\": [\"Webkit\", \"ms\"],\n \"boxSizing\": [\"Moz\"],\n \"textAlignLast\": [\"Moz\"],\n \"tabSize\": [\"Moz\"],\n \"wrapFlow\": [\"ms\"],\n \"wrapThrough\": [\"ms\"],\n \"wrapMargin\": [\"ms\"],\n \"touchAction\": [\"ms\"],\n \"gridTemplateColumns\": [\"ms\"],\n \"gridTemplateRows\": [\"ms\"],\n \"gridTemplateAreas\": [\"ms\"],\n \"gridTemplate\": [\"ms\"],\n \"gridAutoColumns\": [\"ms\"],\n \"gridAutoRows\": [\"ms\"],\n \"gridAutoFlow\": [\"ms\"],\n \"grid\": [\"ms\"],\n \"gridRowStart\": [\"ms\"],\n \"gridColumnStart\": [\"ms\"],\n \"gridRowEnd\": [\"ms\"],\n \"gridRow\": [\"ms\"],\n \"gridColumn\": [\"ms\"],\n \"gridColumnEnd\": [\"ms\"],\n \"gridColumnGap\": [\"ms\"],\n \"gridRowGap\": [\"ms\"],\n \"gridArea\": [\"ms\"],\n \"gridGap\": [\"ms\"],\n \"textSizeAdjust\": [\"Webkit\", \"ms\"],\n \"borderImage\": [\"Webkit\"],\n \"borderImageOutset\": [\"Webkit\"],\n \"borderImageRepeat\": [\"Webkit\"],\n \"borderImageSlice\": [\"Webkit\"],\n \"borderImageSource\": [\"Webkit\"],\n \"borderImageWidth\": [\"Webkit\"]\n }\n};\n/* eslint-disable */","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = calc;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\n\nfunction calc(property, value) {\n if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && value.indexOf('calc(') > -1) {\n return prefixes.map(function (prefix) {\n return value.replace(/calc\\(/g, prefix + 'calc(');\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flex;\nvar values = {\n flex: ['-webkit-box', '-moz-box', '-ms-flexbox', '-webkit-flex', 'flex'],\n inline-flex': ['-webkit-inline-box', '-moz-inline-box', '-ms-inline-flexbox', '-webkit-inline-flex', 'inline-flex']\n};\n\nfunction flex(property, value) {\n if (property === 'display' && values.hasOwnProperty(value)) {\n return values[value];\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxIE;\nvar alternativeValues = {\n space-around': 'distribute',\n space-between': 'justify',\n flex-start': 'start',\n flex-end': 'end'\n};\nvar alternativeProps = {\n alignContent: 'msFlexLinePack',\n alignSelf: 'msFlexItemAlign',\n alignItems: 'msFlexAlign',\n justifyContent: 'msFlexPack',\n order: 'msFlexOrder',\n flexGrow: 'msFlexPositive',\n flexShrink: 'msFlexNegative',\n flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style) {\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:

true\n});\nexports.default = flexboxOld;\nvar alternativeValues = {\n 'space-around': 'justify',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n 'wrap-reverse': 'multiple',\n wrap: 'multiple'\n};\nvar alternativeProps = {\n alignItems: 'WebkitBoxAlign',\n justifyContent: 'WebkitBoxPack',\n flexWrap: 'WebkitBoxLines'\n};\n\nfunction flexboxOld(property, value, style) {\n if (property === 'flexDirection' && typeof value === 'string') {\n if (value.indexOf('column') > -1) {\n style.WebkitBoxOrient = 'vertical';\n } else {\n style.WebkitBoxOrient = 'horizontal';\n }\n\n if (value.indexOf('reverse') > -1) {\n style.WebkitBoxDirection = 'reverse';\n } else {\n style.WebkitBoxDirection = 'normal';\n }\n }\n\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = gradient;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\nvar values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\nfunction gradient(property, value) {\n if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && values.test(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = sizing;\nvar prefixes = ['-webkit-', '-moz-', ''];\nvar properties = {\n maxHeight: true,\n maxWidth: true,\n width: true,\n height: true,\n columnWidth: true,\n minWidth: true,\n minHeight: true\n};\nvar values = {\n 'min-content': true,\n 'max-content': true,\n 'fill-available': true,\n 'fit-content': true,\n 'contain-floats': true\n};\n\nfunction sizing(property, value) {\n if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = transition;\n\nvar _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');\n\nvar _hyphenateProperty2 = _interopRequireDefault(_hyphenateProperty);\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nvar _capitalizeString = require('../../utils/capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar properties = {\n transition: true,\n transitionProperty: true,\n WebkitTransition: true,\n WebkitTransitionProperty: true,\n MozTransition: true,\n MozTransitionProperty: true\n};\nvar prefixMapping = {\n Webkit: '-webkit-',\n Moz: '-moz-',\n ms: '-ms-'\n};\n\nfunction prefixValue(value, propertyPrefixMap) {\n if ((0, _isPrefixedValue2.default)(value)) {\n return value;\n } // only split multi values, not cubic beziers\n\n\n var multipleValues = value.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g);\n\n for (var i = 0, len = multipleValues.length; i < len; ++i) {\n var singleValue = multipleValues[i];\n var values = [singleValue];\n\n for (var property in propertyPrefixMap) {\n var dashCaseProperty = (0, _hyphenateProperty2.default)(property);\n\n if (singleValue.indexOf(dashCaseProperty) > -1 && dashCaseProperty !== 'order') {\n var prefixes = propertyPrefixMap[property];\n\n for (var j = 0, pLen = prefixes.length; j < pLen; ++j) {\n // join all prefixes and create a new value\n values.unshift(singleValue.replace(dashCaseProperty, prefixMapping[prefixes[j]] + dashCaseProperty));\n }\n }\n }\n\n multipleValues[i] = values.join(',');\n }\n\n return multipleValues.join(',');\n}\n\nfunction transition(property, value, style, propertyPrefixMap) {\n // also check for already prefixed transitions\n if (typeof value === 'string' && properties.hasOwnProperty(property)) {\n var outputValue = prefixValue(value, propertyPrefixMap); // if the property is already prefixed\n\n var webkitOutput = outputValue.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g).filter(function (val) {\n return !/-moz-|-ms-/.test(val);\n }).join(',');\n\n if (property.indexOf('Webkit') > -1) {\n return webkitOutput;\n }\n\n var mozOutput = outputValue.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g).filter(function (val) {\n return !/-webkit-|-ms-/.test(val);\n }).join(',');\n\n if (property.indexOf('Moz') > -1) {\n return mozOutput;\n }\n\n style['Webkit' + (0, _capitalizeString2.default)(property)]

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= webkitOutput;\n    style['Moz' + (0, _capitalizeString2.default)(property)] = mozOutput;\n    return outputValue;\n
}\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n
value: true\n});\nexports.default = callOnce;\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar CALLED_ONCE = 'muiPrepared';\n\nfunction callOnce() {\n  if
(process.env.NODE_ENV !== 'production') {\n    return function (style) {\n      if (style[CALLED_ONCE]) {\n
process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: You cannot call
prepareStyles() on the same style object more than once.') : void 0;\n      }\n\n      style[CALLED_ONCE] = true;\n
return style;\n    };\n  }\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n
value: true\n});\n\nvar _keys = require('babel-runtime/core-js/object/keys');\n\nvar _keys2 =
_interopRequireDefault(_keys);\n\nexports.default = rtl;\n\nfunction _interopRequireDefault(obj) {\n  return obj
&& obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar reTranslate = /((^|\\s)translate(3d|X)?\\()(\\-
?[\\d]+)/;\nvar reSkew = /((^|\\s)skew(x|y)?\\()\\s*(\\-?[\\d]+)(deg|rad|grad)(,\\s*(\\-?[\\d]+)(deg|rad|grad))?/;\n/**\n *
This function ensures that `style` supports both ltr and rtl directions by\n * checking `styleConstants` in `muiTheme`
and replacing attribute keys if\n * necessary.\n */\n\nfunction rtl(muiTheme) {\n  if (muiTheme.isRtl) {\n    return
function (style) {\n      if (style.directionInvariant === true) {\n        return style;\n      }\n\n      var flippedAttributes
= {\n        // Keys and their replacements.\n        right: 'left',\n        left: 'right',\n        marginRight: 'marginLeft',\n
marginLeft: 'marginRight',\n        paddingRight: 'paddingLeft',\n
        paddingLeft: 'paddingRight',\n        borderRight: 'borderLeft',\n        borderLeft: 'borderRight'\n      };\n      var
newStyle = {};\n      (0, _keys2.default)(style).forEach(function (attribute) {\n        var value = style[attribute];\n
var key = attribute;\n\n        if (flippedAttributes.hasOwnProperty(attribute)) {\n          key =
flippedAttributes[attribute];\n        }\n\n        switch (attribute) {\n          case 'float':\n          case 'textAlign':\n
if (value === 'right') {\n            value = 'left';\n          } else if (value === 'left') {\n            value = 'right';\n
}\n\n          break;\n\n          case 'direction':\n          if (value === 'ltr') {\n            value = 'rtl';\n          } else if
(value === 'rtl') {\n            value = 'ltr';\n          }\n\n          break;\n\n          case 'transform':\n          if (!value)
break;\n          var matches = void 0;\n\n          if
(matches = value.match(reTranslate)) {\n            value = value.replace(matches[0], matches[1] + -
parseFloat(matches[4]));\n          }\n\n          if (matches = value.match(reSkew)) {\n            value =
value.replace(matches[0], matches[1] + -parseFloat(matches[4]) + matches[5] + matches[6] ? ', ' + (-
parseFloat(matches[7]) + matches[8]) : '');\n          }\n\n          break;\n\n          case 'transformOrigin':\n          if
(!value) break;\n\n          if (value.indexOf('right') > -1) {\n            value = value.replace('right', 'left');\n          }
else if (value.indexOf('left') > -1) {\n            value = value.replace('left', 'right');\n          }\n\n          break;\n
}\n\n        newStyle[key] = value;\n      });\n      return newStyle;\n    };\n  }\n}","\"use
strict\";\n\nexports.__esModule = true;\nexports.default = compose;\n\nfunction compose() {\n  for (var _len =
arguments.length, funcs = Array(_len), _key = 0; _key < _len; _key++)
  {\n    funcs[_key] = arguments[_key];\n  }\n\n  if (funcs.length === 0) {\n    return function (arg) {\n      return
arg;\n    };\n  }\n\n  if (funcs.length === 1) {\n    return funcs[0];\n  }\n\n  return funcs.reduce(function (a, b) {\n
return function () {\n      return a(b.apply(undefined, arguments));\n    };\n  });\n}","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _classCallCheck2 =
require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _colors = require('./colors');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
Typography = function Typography() {\n  (0, _classCallCheck3.default)(this, Typography); // text colors\n\n
this.textFullBlack = _colors.fullBlack;\n  this.textDarkBlack = _colors.darkBlack;\n  this.textLightBlack =
_colors.lightBlack;\n  this.textMinBlack = _colors.minBlack;\n  this.textFullWhite
= _colors.fullWhite;\n  this.textDarkWhite = _colors.darkWhite;\n  this.textLightWhite = _colors.lightWhite; // font
weight\n\n  this.fontWeightLight = 300;\n  this.fontWeightNormal = 400;\n  this.fontWeightMedium = 500;\n
this.fontStyleButtonFontSize = 14;\n};\n\nexports.default = new Typography();","'use
```

strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ToggleRadioButtonUnchecked = function ToggleRadioButtonUnchecked(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 8 3.58 8 8-3.58 8-8 8z'\n }));\n};\n\nToggleRadioButtonUnchecked = (0, _pure2.default)(ToggleRadioButtonUnchecked);\nToggleRadioButtonUnchecked.displayName = 'ToggleRadioButtonUnchecked';\nToggleRadioButtonUnchecked.muiName = 'SvgIcon';\nexports.default = ToggleRadioButtonUnchecked;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ToggleRadioButtonChecked = function ToggleRadioButtonChecked(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M12 7c-2.76 0-5 2.24-5 5s2.24 5 5 5 5-2.24 5-5-2.24-5-5-5zm0-5C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 8 3.58 8 8-3.58 8-8 8z'\n }));\n};\n\nToggleRadioButtonChecked = (0, _pure2.default)(ToggleRadioButtonChecked);\nToggleRadioButtonChecked.displayName = 'ToggleRadioButtonChecked';\nToggleRadioButtonChecked.muiName = 'SvgIcon';\nexports.default = ToggleRadioButtonChecked;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction validateLabel(props, propName, componentName) {\n if (process.env.NODE_ENV !== 'production') {\n   if (!props.children && props.label !== 0 && !props.label && !props.icon) {\n   return new Error('Required prop label or children or icon was not specified in ' + componentName + '.');\n   }\n }\n}\n\nfunction getStyles(props, context, state) {\n var _context$muiTheme = context.muiTheme,\n   baseTheme = _context$muiTheme.baseTheme,\n   button = _context$muiTheme.button,\n   raisedButton = _context$muiTheme.raisedButton,\n   borderRadius =

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_context$muiTheme.borderRadius;\n  var disabled
 = props.disabled,\n      disabledBackgroundColor = props.disabledBackgroundColor,\n      disabledLabelColor =
props.disabledLabelColor,\n      fullWidth = props.fullWidth,\n      icon = props.icon,\n      label = props.label,\n
labelPosition = props.labelPosition,\n      primary = props.primary,\n      secondary = props.secondary,\n      style =
props.style;\n  var amount = primary || secondary ? 0.4 : 0.08;\n  var backgroundColor = raisedButton.color;\n  var
labelColor = raisedButton.textColor;\n\n  if (disabled) {\n    backgroundColor = disabledBackgroundColor ||
raisedButton.disabledColor;\n    labelColor = disabledLabelColor || raisedButton.disabledTextColor;\n  } else if
(primary) {\n    backgroundColor = raisedButton.primaryColor;\n    labelColor = raisedButton.primaryTextColor;\n
} else if (secondary) {\n    backgroundColor = raisedButton.secondaryColor;\n    labelColor =
raisedButton.secondaryTextColor;\n  } else {\n    if (props.backgroundColor) {\n      backgroundColor
 = props.backgroundColor;\n    }\n\n    if (props.labelColor) {\n      labelColor = props.labelColor;\n    }\n  }\n\n  var
buttonHeight = style && style.height || button.height;\n  return {\n    root: {\n      display: 'inline-block',\n
transition: _transitions2.default.easeOut(),\n      minWidth: fullWidth ? '100%' : button.minWidth\n    },\n    button:
{\n      height: buttonHeight,\n      lineHeight: buttonHeight + 'px',\n      width: '100%',\n      padding: 0,\n
borderRadius: borderRadius,\n      transition: _transitions2.default.easeOut(),\n      backgroundColor:
backgroundColor,\n      // That's the default value for a button but not a link\n      textAlign: 'center'\n    },\n    label:
{\n      position: 'relative',\n      opacity: 1,\n      fontSize: raisedButton.fontSize,\n      letterSpacing: 0,\n
textTransform: raisedButton.textTransform || button.textTransform || 'uppercase',\n      fontWeight:
raisedButton.fontWeight,\n      margin: 0,\n      userSelect: 'none',\n
    paddingLeft: icon && labelPosition !== 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n
paddingRight: icon && labelPosition === 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n      color:
labelColor\n    },\n    icon: {\n      verticalAlign: 'middle',\n      marginLeft: label && labelPosition !== 'before' ? 12 :
0,\n      marginRight: label && labelPosition === 'before' ? 12 : 0\n    },\n    overlay: {\n      height: buttonHeight,\n
  borderRadius: borderRadius,\n      backgroundColor: (state.keyboardFocused || state.hovered) && !disabled && (0,
_colorManipulator.fade)(labelColor, amount),\n      transition: _transitions2.default.easeOut(),\n      top: 0\n    },\n
ripple: {\n      color: labelColor,\n      opacity: !(primary || secondary) ? 0.1 : 0.16\n    }\n  };\n}\n\nvar RaisedButton
= function (_Component) {\n  (0, _inherits3.default)(RaisedButton, _Component);\n\n  function RaisedButton() {\n
var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
 _classCallCheck3.default)(this, RaisedButton);\n\n    for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = RaisedButton.__proto__ || (0,
_getPrototypeOf2.default)(RaisedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false,\n      keyboardFocused: false,\n      touched: false,\n      initialZDepth: 0,\n      zDepth: 0\n    },
_this.handleMouseDown = function (event) {\n      // only listen to left clicks\n      if (event.button === 0) {\n
_this.setState({\n          zDepth: _this.state.initialZDepth + 1\n        });\n      }\n\n      if (_this.props.onMouseDown)
{\n        _this.props.onMouseDown(event);\n      }\n    }, _this.handleMouseUp = function (event) {\n
_this.setState({\n        zDepth: _this.state.initialZDepth\n      });\n\n      if (_this.props.onMouseUp)
 {\n        _this.props.onMouseUp(event);\n      }\n    }, _this.handleMouseLeave = function (event) {\n      if
(!_this.state.keyboardFocused) {\n        _this.setState({\n          zDepth: _this.state.initialZDepth,\n          hovered:
false\n        });\n      }\n\n      if (_this.props.onMouseLeave) {\n        _this.props.onMouseLeave(event);\n      }\n    },
_this.handleMouseEnter = function (event) {\n      if (!_this.state.keyboardFocused && !_this.state.touched) {\n
_this.setState({\n          hovered: true\n        });\n      }\n\n      if (_this.props.onMouseEnter) {\n
_this.props.onMouseEnter(event);\n      }\n    }, _this.handleTouchStart = function (event) {\n      _this.setState({\n
  touched: true,\n        zDepth: _this.state.initialZDepth + 1\n      });\n\n      if (_this.props.onTouchStart) {\n
_this.props.onTouchStart(event);\n      }\n    }, _this.handleTouchEnd = function (event) {\n      _this.setState({\n
touched: true,\n
  zDepth: _this.state.initialZDepth\n      });\n\n      if (_this.props.onTouchEnd) {\n
_this.props.onTouchEnd(event);\n      }\n    }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n
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  var zDepth = keyboardFocused && !_this.props.disabled ? _this.state.initialZDepth + 1 :
_this.state.initialZDepth;\n\n      _this.setState({\n        zDepth: zDepth,\n        keyboardFocused: keyboardFocused\n
    });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(RaisedButton, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      var zDepth = this.props.disabled ? 0 : 1;\n      this.setState({\n        zDepth: zDepth,\n
    initialZDepth: zDepth\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      var zDepth = nextProps.disabled ? 0 : 1;\n      var nextState = {\n
 zDepth: zDepth,\n        initialZDepth:
 zDepth\n      };\n\n      if (nextProps.disabled) {\n        nextState.hovered = false;\n      }\n\n
this.setState(nextState);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n
    backgroundColor = _props.backgroundColor,\n        buttonStyle = _props.buttonStyle,\n        children =
_props.children,\n        className = _props.className,\n        disabled = _props.disabled,\n
disabledBackgroundColor = _props.disabledBackgroundColor,\n        disabledLabelColor =
_props.disabledLabelColor,\n        fullWidth = _props.fullWidth,\n        icon = _props.icon,\n        label =
_props.label,\n        labelColor = _props.labelColor,\n        labelPosition = _props.labelPosition,\n        labelStyle
= _props.labelStyle,\n        overlayStyle = _props.overlayStyle,\n        primary = _props.primary,\n
rippleStyle = _props.rippleStyle,\n        secondary = _props.secondary,\n
      style = _props.style,\n        other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor',
'buttonStyle', 'children', 'className', 'disabled', 'disabledBackgroundColor', 'disabledLabelColor', 'fullWidth', 'icon',
'label', 'labelColor', 'labelPosition', 'labelStyle', 'overlayStyle', 'primary', 'rippleStyle', 'secondary', 'style']);\n      var
prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context,
this.state);\n      var mergedRippleStyles = (0, _simpleAssign2.default)({}, styles.ripple, rippleStyle);\n      var
buttonEventHandlers = disabled ? {} : {\n        onMouseDown: this.handleMouseDown,\n        onMouseUp:
this.handleMouseUp,\n        onMouseLeave: this.handleMouseLeave,\n        onMouseEnter:
this.handleMouseEnter,\n        onTouchStart: this.handleTouchStart,\n        onTouchEnd: this.handleTouchEnd,\n
 onKeyboardFocus: this.handleKeyboardFocus\n      };\n\n      var labelElement = label &&
_react2.default.createElement('span',
 {\n        style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle)),\n        key: 'labelElement'\n      },
label);\n\n      var iconCloned = icon && (0, _react.cloneElement)(icon, {\n        color: icon.props.color ||
styles.label.color,\n        style: (0, _simpleAssign2.default)(styles.icon, icon.props.style),\n        key: 'iconCloned'\n
 });\n      var overlayBackgroundProxy = {\n        backgroundColor: overlayStyle &&
styles.overlay.backgroundColor && overlayStyle.backgroundColor || styles.overlay.backgroundColor\n      }; //
Place label before or after children.\n\n      var enhancedButtonChildren = labelPosition === 'before' ?
[labelElement, iconCloned, children] : [children, iconCloned, labelElement];\n      return
_react2.default.createElement(_Paper2.default, {\n        className: className,\n        style: (0,
_simpleAssign2.default)(styles.root, style),\n        zDepth: this.state.zDepth\n      },
_react2.default.createElement(_EnhancedButton2.default,
 (0, _extends3.default)({}, other, buttonEventHandlers, {\n        ref: 'container',\n        disabled: disabled,\n        style:
(0, _simpleAssign2.default)(styles.button, buttonStyle),\n        focusRippleColor: mergedRippleStyles.color,\n
touchRippleColor: mergedRippleStyles.color,\n        focusRippleOpacity: mergedRippleStyles.opacity,\n
touchRippleOpacity: mergedRippleStyles.opacity\n      }), _react2.default.createElement('div', {\n        ref:
'overlay',\n        style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, overlayStyle,
overlayBackgroundProxy))\n      }, enhancedButtonChildren)));\n    }\n  }]);\n  return
RaisedButton;\n}(_react.Component);\n\nRaisedButton.muiName = 'RaisedButton';\nRaisedButton.defaultProps =
{\n  disabled: false,\n  labelPosition: 'after',\n  fullWidth: false,\n  primary: false,\n  secondary:
false\n};\nRaisedButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nRaisedButton.propTypes
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= process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Override the default background color for the button,\n   * but not the default disabled background color\n   * (use `disabledBackgroundColor` for this).\n   */\n backgroundColor: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the button element.\n   */\n buttonStyle: _propTypes2.default.object,\n\n /**\n   * The content of the button.\n   * If a label is provided via the `label` prop, the text within the label\n   * will be displayed in addition to the content provided here.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * The CSS class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * The element to use as the container for the RaisedButton. Either a string to\n   * use a DOM element or a ReactElement. This is useful for wrapping the\n   * RaisedButton in a custom Link component. If a ReactElement is given, ensure\n   *
 that it passes all of its given props through to the underlying DOM\n   * element and renders its children prop for proper integration.\n   */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n   * If true, the element's ripple effect will be disabled.\n   */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n   * If true, the button will be disabled.\n   */\n disabled: _propTypes2.default.bool,\n\n /**\n   * Override the default background color for the button\n   * when it is disabled.\n   */\n disabledBackgroundColor: _propTypes2.default.string,\n\n /**\n   * The color of the button's label when the button is disabled.\n   */\n disabledLabelColor: _propTypes2.default.string,\n\n /**\n   * If true, the button will take up the full width of its container.\n   */\n fullWidth: _propTypes2.default.bool,\n\n /**\n   * The URL to link to when the button is clicked.\n   */\n href: _propTypes2.default.string,\n\n
  /**\n   * An icon to be displayed within the button.\n   */\n icon: _propTypes2.default.node,\n\n /**\n   * The label to be displayed within the button.\n   * If content is provided via the `children` prop, that content will be\n   * displayed in addition to the label provided here.\n   */\n label: validateLabel,\n\n /**\n   * The color of the button's label.\n   */\n labelColor: _propTypes2.default.string,\n\n /**\n   * The position of the button's label relative to the button's `children`.\n   */\n labelPosition: _propTypes2.default.oneOf(['before', 'after']),\n\n /**\n   * Override the inline-styles of the button's label element.\n   */\n labelStyle: _propTypes2.default.object,\n\n /**\n   * Callback function fired when the button is clicked.\n   *\n   * @param {object} event Click event targeting the button.\n   */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n
  /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n   * Override the inline style of the button overlay.\n   */\n overlayStyle: _propTypes2.default.object,\n\n /**\n   * If true, the button will use the theme's primary color.\n   */\n primary: _propTypes2.default.bool,\n\n /**\n   * Override the inline style of the ripple element.\n   */\n rippleStyle: _propTypes2.default.object,\n\n /**\n   * If true, the button will use the theme's secondary color.\n   * If both `secondary` and `primary` are true, the button will use\n   * the theme's primary color.\n   */\n secondary: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = RaisedButton;","'use strict';\n\nObject.defineProperty(exports,
 \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar

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_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar VIEWBOX_SIZE = 32;\n\nfunction getStyles(props)
 {\n  var padding = props.size * 0.1; // same implementation of `this.getPaddingSize()`\n\n  return {\n    root: {\n position: 'absolute',\n      zIndex: 2,\n      width: props.size,\n      height: props.size,\n      padding: padding,\n      top: -10000,\n      left: -10000,\n      transform: 'translate(' + (10000 + props.left) + 'px, ' + (10000 + props.top) + 'px)',\n
 opacity: props.status === 'hide' ? 0 : 1,\n      transition: props.status === 'hide' ? _transitions2.default.create('all', '.3s', 'ease-out') : 'none'\n    }\n  };\n}\n\nvar RefreshIndicator = function (_Component) {\n  (0, _inherits3.default)(RefreshIndicator, _Component);\n\n  function RefreshIndicator() {\n    (0, _classCallCheck3.default)(this, RefreshIndicator);\n    return (0, _possibleConstructorReturn3.default)(this, (RefreshIndicator.__proto__ || (0, _getPrototypeOf2.default)(RefreshIndicator)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(RefreshIndicator, [{\n    key: 'componentDidMount',\n
    value: function componentDidMount() {\n      this.scalePath(this.refs.path, 0);\n
this.rotateWrapper(this.refs.wrapper);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n      clearTimeout(this.scalePathTimer);\n      clearTimeout(this.rotateWrapperTimer);\n
 clearTimeout(this.rotateWrapperSecondTimer);\n      this.scalePath(this.refs.path, 0);\n
this.rotateWrapper(this.refs.wrapper);\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      clearTimeout(this.scalePathTimer);\n
clearTimeout(this.rotateWrapperTimer);\n      clearTimeout(this.rotateWrapperSecondTimer);\n    }\n  }, {\n    key: 'renderChildren',\n    value: function renderChildren() {\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var paperSize = this.getPaperSize();\n      var childrenCmp = null;\n\n
if (this.props.status !== 'ready') {\n        var circleStyle = this.getCircleStyle(paperSize);\n
        childrenCmp = _react2.default.createElement('div', {\n          ref: 'wrapper',\n          style: prepareStyles({\n
  transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n          width: '100%',\n          height: '100%'\n        })\n        }, _react2.default.createElement('svg', {\n          style: {\n            width: paperSize,\n
height: paperSize\n          },\n          viewBox: '0 0 ' + VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n        }, _react2.default.createElement('circle', (0, _extends3.default)({\n          ref: 'path',\n          style: prepareStyles((0, _simpleAssign2.default)(circleStyle.style, {\n            transition: _transitions2.default.create('all', '1.5s', null, 'ease-in-out')\n          }))\n        }, circleStyle.attr))));\n      } else {\n        var _circleStyle = this.getCircleStyle(paperSize);\n\n
      var polygonStyle = this.getPolygonStyle(paperSize);\n        childrenCmp
 = _react2.default.createElement('svg', {\n          style: {\n            width: paperSize,\n            height: paperSize\n
},\n          viewBox: '0 0 ' + VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n        }, _react2.default.createElement('circle', (0, _extends3.default)({\n          style: prepareStyles(_circleStyle.style)\n
}, _circleStyle.attr)), _react2.default.createElement('polygon', (0, _extends3.default)({\n          style: prepareStyles(polygonStyle.style)\n        }, polygonStyle.attr)));\n      }\n\n      return childrenCmp;\n    }\n  }, {\n
key: 'getTheme',\n    value: function getTheme() {\n      return this.context.muiTheme.refreshIndicator;\n    }\n  }, {\n    key: 'getPaddingSize',\n    value: function getPaddingSize() {\n      var padding = this.props.size * 0.1;\n
return padding;\n    }\n  }, {\n    key: 'getPaperSize',\n    value: function getPaperSize() {\n      return this.props.size - this.getPaddingSize() * 2;\n    }\n  }, {\n    key: 'getCircleAttr',\n
    value: function getCircleAttr() {\n      return {\n        radiu: VIEWBOX_SIZE / 2 - 5,\n        originX: VIEWBOX_SIZE / 2,\n        originY: VIEWBOX_SIZE / 2,\n        strokeWidth: 3\n      };\n    }\n  }, {\n    key:
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'getArcDeg',\n    value: function getArcDeg() {\n      var p = this.props.percentage / 100;\n      var beginDeg = p * 120;\n      var endDeg = p * 410;\n      return [beginDeg, endDeg];\n    }\n  }, {\n    key: 'getFactor',\n    value: function getFactor() {\n      var p = this.props.percentage / 100;\n      var p1 = Math.min(1, p / 0.4);\n      return p1;\n    }\n  }, {\n    key: 'getCircleStyle',\n    value: function getCircleStyle() {\n      var isLoading = this.props.status === 'loading';\n      var p1 = isLoading ? 1 : this.getFactor();\n      var circle = this.getCircleAttr();\n      var perimeter = Math.PI * 2 * circle.radiu;\n\n      var _getArcDeg = this.getArcDeg(),\n          _getArcDeg2 = (0, _slicedToArray3.default)(_getArcDeg, 2),\n          beginDeg = _getArcDeg2[0],\n          endDeg = _getArcDeg2[1];\n\n      var arcLen = (endDeg - beginDeg) * perimeter / 360;\n      var dashOffset = -beginDeg * perimeter / 360;\n      var theme = this.getTheme();\n      return {\n        style: {\n          strokeDasharray: arcLen + ', ' + (perimeter - arcLen),\n          strokeDashoffset: dashOffset,\n          stroke: isLoading || this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor : this.props.color || theme.strokeColor,\n          strokeLinecap: 'round',\n          opacity: p1,\n          strokeWidth: circle.strokeWidth * p1,\n          fill: 'none'\n        },\n        attr: {\n          cx: circle.originX,\n          cy: circle.originY,\n          r: circle.radiu\n        }\n      };\n    }\n  }, {\n    key: 'getPolygonStyle',\n    value: function getPolygonStyle() {\n      var p1 = this.getFactor();\n      var circle = this.getCircleAttr();\n      var triangleCx = circle.originX + circle.radiu;\n
    var triangleCy = circle.originY;\n      var dx = circle.strokeWidth * 7 / 4 * p1;\n      var trianglePath = triangleCx - dx + ',' + triangleCy + ' ' + (triangleCx + dx) + ',' + triangleCy + ' ' + triangleCx + ',' + (triangleCy + dx);\n\n      var _getArcDeg3 = this.getArcDeg(),\n          _getArcDeg4 = (0, _slicedToArray3.default)(_getArcDeg3, 2),\n          endDeg = _getArcDeg4[1];\n\n      var theme = this.getTheme();\n      return {\n        style: {\n          fill: this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor : this.props.color || theme.strokeColor,\n          transform: 'rotate(' + endDeg + 'deg)',\n          transformOrigin: circle.originX + 'px ' + circle.originY + 'px',\n          opacity: p1\n        },\n        attr: {\n          points: trianglePath\n        }\n      };\n    }\n  }, {\n    key: 'scalePath',\n    value: function scalePath(path, step) {\n      var _this2 = this;\n\n      if (this.props.status !== 'loading') return;\n
      var currStep = (step || 0) % 3;\n      var circle = this.getCircleAttr();\n      var perimeter = Math.PI * 2 * circle.radiu;\n      var arcLen = perimeter * 0.64;\n      var strokeDasharray = void 0;\n      var strokeDashoffset = void 0;\n      var transitionDuration = void 0;\n\n      if (currStep === 0) {\n        strokeDasharray = '1, 200';\n        strokeDashoffset = 0;\n        transitionDuration = '0ms';\n      } else if (currStep === 1) {\n        strokeDasharray = arcLen + ', 200';\n        strokeDashoffset = -15;\n        transitionDuration = '750ms';\n      } else {\n        strokeDasharray = arcLen + ', 200';\n        strokeDashoffset = -(perimeter - 1);\n        transitionDuration = '850ms';\n      }\n\n      _autoPrefix2.default.set(path.style, 'strokeDasharray', strokeDasharray);\n\n      _autoPrefix2.default.set(path.style, 'strokeDashoffset', strokeDashoffset);\n\n      _autoPrefix2.default.set(path.style, 'transitionDuration', transitionDuration);\n\n      this.scalePathTimer = setTimeout(function () {\n        return _this2.scalePath(path, currStep + 1);\n      }, currStep ? 750 : 250);\n    }\n  }, {\n    key: 'rotateWrapper',\n    value: function rotateWrapper(wrapper) {\n      var _this3 = this;\n\n      if (this.props.status !== 'loading') return;\n\n      _autoPrefix2.default.set(wrapper.style, 'transform', null);\n\n      _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n\n      _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '0ms');\n\n      this.rotateWrapperSecondTimer = setTimeout(function () {\n        _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');\n\n        _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n        _autoPrefix2.default.set(wrapper.style, 'transitionTimingFunction', 'linear');\n      }, 50);\n      this.rotateWrapperTimer = setTimeout(function () {\n        return _this3.rotateWrapper(wrapper);\n      }, 10050);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          style = _props.style,\n          top = _props.top,\n          left = _props.left,\n          percentage = _props.percentage,\n          status = _props.status,\n          loadingColor = _props.loadingColor,\n          other = (0, _objectWithoutProperties3.default)(_props, ['style', 'top', 'left', 'percentage', 'status', 'loadingColor']);\n      var styles = getStyles(this.props, this.context);\n      return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n        circle: true,\n        style: (0,
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_simpleAssign2.default)(styles.root, style)\n }, other), this.renderChildren());\n }\n }]);\n return RefreshIndicator;\n}(_react.Component);\n\nRefreshIndicator.defaultProps = {\n percentage: 0,\n size: 40,\n status: 'hide'\n};\nRefreshIndicator.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRefreshIndicator.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Override the theme's color of the indicator while it's status is\n * \"ready\" and it's percentage is less than 100.\n */\n color: _propTypes2.default.string,\n\n /**\n * The absolute left position of the indicator in pixels.\n */\n left: _propTypes2.default.number.isRequired,\n\n /**\n * Override the theme's color of the indicator while\n * it's status is \"loading\" or when it's percentage is 100.\n */\n loadingColor: _propTypes2.default.string,\n\n /**\n * The confirmation progress to fetch data. Max value is 100.\n */\n percentage: _propTypes2.default.number,\n\n /**\n * Size in pixels.\n */\n size: _propTypes2.default.number,\n\n /**\n * The display status of the indicator. If the status is\n * \"ready\", the indicator will display the ready state\n * arrow. If the status is \"loading\", it will display\n * the loading progress indicator. If the status is \"hide\",\n * the indicator will be hidden.\n */\n status: _propTypes2.default.oneOf(['ready', 'loading', 'hide']),\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The absolute top position of the indicator in pixels.\n */\n top: _propTypes2.default.number.isRequired\n} : {};\nexports.default = RefreshIndicator;","module.exports = {\n \"default\": require(\"core-js/library/fn/is-iterable\"),\n __esModule: true\n};","require('../modules/web.dom.iterable');\n\nrequire('../modules/es6.string.iterator');\n\nmodule.exports = require('../modules/core.is-iterable');","var classof = require('./_classof');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar Iterators = require('./_iterators');\n\nmodule.exports = require('./_core').isIterable = function (it) {\n var O = Object(it);\n return O[ITERATOR] !== undefined || '@@iterator' in O // eslint-disable-next-line no-prototype-builtins\n || Iterators.hasOwnProperty(classof(O));\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/get-iterator\"),\n __esModule: true\n};","require('../modules/web.dom.iterable');\n\nrequire('../modules/es6.string.iterator');\n\nmodule.exports = require('../modules/core.get-iterator');","var anObject = require('./_an-object');\n\nvar get = require('./core.get-iterator-method');\n\nmodule.exports = require('./_core').getIterator = function (it) {\n var iterFn = get(it);\n if (typeof iterFn != 'function') throw TypeError(it + ' is not iterable!');\n return anObject(iterFn.call(it));\n};",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _DropDownMenu = require('../DropDownMenu');\n\nvar _DropDownMenu2 = _interopRequireDefault(_DropDownMenu);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props) {\n return {\n label: {\n paddingLeft: 0,\n top: props.floatingLabelText ? 6 : -4\n },\n icon: {\n right: 0,\n top: props.floatingLabelText ? 8 : 0\n },\n hideDropDownUnderline: {\n borderTop: 'none'\n },\n

dropDownMenu: {\n display: 'block'\n }\n };\n}\n\nvar SelectField = function (_Component) {\n (0, _inherits3.default)(SelectField, _Component);\n\n function SelectField() {\n (0, _classCallCheck3.default)(this, SelectField);\n return (0, _possibleConstructorReturn3.default)(this, (SelectField.__proto__ || (0, _getPrototypeOf2.default)(SelectField)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(SelectField, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n autoWidth = _props.autoWidth,\n multiple = _props.multiple,\n children = _props.children,\n style = _props.style,\n labelStyle = _props.labelStyle,\n iconStyle = _props.iconStyle,\n id = _props.id,\n underlineDisabledStyle = _props.underlineDisabledStyle,\n underlineFocusStyle = _props.underlineFocusStyle,\n menuItemStyle = _props.menuItemStyle,\n selectedMenuItemStyle = _props.selectedMenuItemStyle,\n underlineStyle = _props.underlineStyle,\n dropDownMenuProps = _props.dropDownMenuProps,\n errorStyle = _props.errorStyle,\n disabled = _props.disabled,\n floatingLabelFixed = _props.floatingLabelFixed,\n floatingLabelText = _props.floatingLabelText,\n floatingLabelStyle = _props.floatingLabelStyle,\n hintStyle = _props.hintStyle,\n hintText = _props.hintText,\n fullWidth = _props.fullWidth,\n errorText = _props.errorText,\n listStyle = _props.listStyle,\n maxHeight = _props.maxHeight,\n menuStyle = _props.menuStyle,\n onFocus = _props.onFocus,\n onBlur = _props.onBlur,\n onChange = _props.onChange,\n selectionRenderer = _props.selectionRenderer,\n value = _props.value,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoWidth', 'multiple', 'children', 'style', 'labelStyle', 'iconStyle', 'id', 'underlineDisabledStyle', 'underlineFocusStyle', 'menuItemStyle', 'selectedMenuItemStyle', 'underlineStyle', 'dropDownMenuProps', 'errorStyle', 'disabled', 'floatingLabelFixed', 'floatingLabelText', 'floatingLabelStyle', 'hintStyle', 'hintText', 'fullWidth', 'errorText', 'listStyle', 'maxHeight', 'menuStyle', 'onFocus', 'onBlur', 'onChange', 'selectionRenderer', 'value']);\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n style: style,\n disabled: disabled,\n floatingLabelFixed: floatingLabelFixed,\n floatingLabelText: floatingLabelText,\n floatingLabelStyle: floatingLabelStyle,\n hintStyle: hintStyle,\n hintText: !hintText && !floatingLabelText ? ' ' : hintText,\n fullWidth: fullWidth,\n errorText: errorText,\n underlineStyle: underlineStyle,\n errorStyle: errorStyle,\n onFocus: onFocus,\n onBlur: onBlur,\n id: id,\n underlineDisabledStyle: underlineDisabledStyle,\n underlineFocusStyle: underlineFocusStyle\n }), _react2.default.createElement(_DropDownMenu2.default, (0, _extends3.default)({\n disabled: disabled,\n style: (0, _simpleAssign2.default)(styles.dropDownMenu, menuStyle),\n labelStyle: (0, _simpleAssign2.default)(styles.label, labelStyle),\n iconStyle: (0, _simpleAssign2.default)(styles.icon, iconStyle),\n menuItemStyle: menuItemStyle,\n selectedMenuItemStyle: selectedMenuItemStyle,\n underlineStyle: styles.hideDropDownUnderline,\n listStyle: listStyle,\n autoWidth: autoWidth,\n value: value,\n onChange: onChange,\n maxHeight: maxHeight,\n multiple: multiple,\n selectionRenderer: selectionRenderer\n }, dropDownMenuProps), children));\n }\n }]);\n return SelectField;\n}(_react.Component);\n\nSelectField.defaultProps = {\n autoWidth: false,\n disabled: false,\n fullWidth: false,\n multiple: false\n};\nSelectField.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSelectField.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, the width will automatically be set according to the\n * items inside the menu.\n * To control the width in CSS instead, leave this prop set to `false`.\n */\n autoWidth: _propTypes2.default.bool,\n\n /**\n * The `MenuItem` elements to populate the select field with.\n * If the menu items have a `label` prop, that value will\n * represent the selected menu item in the rendered select field.\n */\n children: _propTypes2.default.node,\n\n /**\n * If true, the select field will be disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Object that can handle and override any property of component DropDownMenu.\n */\n dropDownMenuProps: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the error element.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * The error content to display.\n */\n errorText: _propTypes2.default.node,\n\n /**\n * If true, the floating label will float even when

no value is selected.\n */\n floatingLabelFixed: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the floating label.\n */\n floatingLabelStyle: _propTypes2.default.object,\n\n /**\n * The content of the floating label.\n */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n * If true, the select field will take up the full width of its container.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the hint element.\n */\n hintStyle: _propTypes2.default.object,\n\n /**\n * The hint content to display.\n */\n hintText: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * The id prop for the text field.\n */\n id: _propTypes2.default.string,\n\n /**\n * Override the label style when the select field is inactive.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * Override the default max-height of the underlying `DropDownMenu` element.\n\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underlying `DropDownMenu` element.\n */\n menuStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item is selected.\n *\n * @param {object} event Click event targeting the menu item\n * that was selected.\n * @param {number} key The index of the selected menu item, or undefined\n * if `multiple` is true.\n * @param {any} payload If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Customize the rendering of the selected item.\n *\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n * @param {any} menuItem The selected `MenuItem`.\n * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.\n */\n selectionRenderer: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element when the select\n * field is disabled.\n */\n underlineDisabledStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element when the select field\n * is focused.\n */\n underlineFocusStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element.\n */\n underlineStyle: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled component.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = SelectField;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _defineProperty2 =

require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 = _interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _FocusRipple = require('../internal/FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\n/**\n * Verifies min/max range.\n * @param {Object} props Properties of the React component.\n * @param {String} propName Name of the property to validate.\n * @param {String} componentName Name of the component whose property is being validated.\n * @returns {Object} Returns
an Error if min >= max otherwise null.\n */\n\n\nvar minMaxPropType = function minMaxPropType(props, propName, componentName) {\n for (var _len = arguments.length, rest = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {\n rest[_key - 3] = arguments[_key];\n }\n\n var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if (error !== null) {\n return error;\n }\n\n if (props.min >= props.max) {\n var errorMsg = propName === 'min' ? 'min should be less than max' : 'max should be greater than min';\n return new Error(errorMsg);\n }\n};\n/**\n * Verifies value is within the min/max range.\n * @param {Object} props Properties of the React component.\n * @param {String} propName Name of the property to validate.\n * @param {String} componentName Name of the component whose property is being validated.\n * @returns {Object} Returns an Error if the value is not within the range
otherwise null.\n */\n\n\nvar valueInRangePropType = function valueInRangePropType(props, propName, componentName) {\n for (var _len2 = arguments.length, rest = Array(_len2 > 3 ? _len2 - 3 : 0), _key2 = 3; _key2 < _len2; _key2++) {\n rest[_key2 - 3] = arguments[_key2];\n }\n\n var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if (error !== null) {\n return error;\n }\n\n var value = props[propName];\n\n if (value < props.min || props.max < value) {\n return new Error(propName + ' should be within the range specified by min and max');\n }\n};\n\nvar crossAxisProperty = {\n x: 'height',\n 'x-reverse': 'height',\n y: 'width',\n 'y-reverse': 'width'\n};\nvar crossAxisOffsetProperty = {\n x: 'top',\n 'x-reverse': 'top',\n y: 'left',\n 'y-reverse': 'left'\n};\nvar mainAxisProperty = {\n x: 'width',\n 'x-reverse': 'width',\n y: 'height',\n 'y-reverse': 'height'\n};\nvar mainAxisMarginFromEnd = {\n x: 'marginRight',\n 'x-reverse': 'marginLeft',\n y: 'marginTop',\n 'y-reverse': 'marginBottom'\n};\nvar mainAxisMarginFromStart = {\n x: 'marginLeft',\n 'x-reverse': 'marginRight',\n y: 'marginBottom',\n 'y-reverse': 'marginTop'\n};\nvar mainAxisOffsetProperty = {\n x: 'left',\n 'x-reverse': 'right',\n y: 'bottom',\n 'y-reverse': 'top'\n};\nvar mainAxisClientProperty = {\n x: 'clientWidth',\n 'x-reverse': 'clientWidth',\n y: 'clientHeight',\n 'y-reverse': 'clientHeight'\n};\nvar mainAxisClientOffsetProperty = {\n x: 'clientX',\n 'x-reverse': 'clientX',\n y: 'clientY',\n 'y-reverse': 'clientY'\n};\nvar reverseMainAxisOffsetProperty = {\n x: 'right',\n 'x-reverse': 'left',\n y: 'top',\n 'y-reverse': 'bottom'\n};\n\nvar isMouseControlInverted = function isMouseControlInverted(axis) {\n return axis === 'x-reverse' || axis === 'y';\n};\n\nvar calculateAxis = function calculateAxis(axis, isRtl) {\n if (isRtl) {\n switch (axis) {\n case 'x':\n return
'x-reverse';\n\n case 'x-reverse':\n return 'x';\n }\n }\n\n return axis;\n};\n\nfunction getPercent(value, min, max) {\n var percent = (value - min) / (max - min);\n\n if (isNaN(percent)) {\n percent = 0;\n }\n\n return percent;\n}\n\nvar getStyles = function getStyles(props, context, state) {\n var _slider, _track, _filledAndRemaining, _handle, _objectAssign2, _objectAssign3;\n\n var axis = props.axis,\n disabled = props.disabled,\n max = props.max,\n min = props.min;\n var _context$muiTheme = context.muiTheme,\n isRtl = _context$muiTheme.isRtl,\n _context$muiTheme$sli = _context$muiTheme.slider,\n handleColorZero = _context$muiTheme$sli.handleColorZero,\n handleFillColor = _context$muiTheme$sli.handleFillColor,\n

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handleSize = _context$muiTheme$sli.handleSize,\n      handleSizeDisabled =
_context$muiTheme$sli.handleSizeDisabled,\n      handleSizeActive = _context$muiTheme$sli.handleSizeActive,\n
    trackSize = _context$muiTheme$sli.trackSize,\n
      trackColor = _context$muiTheme$sli.trackColor,\n      trackColorSelected =
_context$muiTheme$sli.trackColorSelected,\n      rippleColor = _context$muiTheme$sli.rippleColor,\n
selectionColor = _context$muiTheme$sli.selectionColor;\n  var fillGutter = handleSize / 2;\n  var disabledGutter =
trackSize + handleSizeDisabled / 2;\n  var calcDisabledSpacing = disabled ? ' - ' + disabledGutter + 'px' : '';\n  var
percent = getPercent(state.value, min, max);\n  var calculatedAxis = calculateAxis(axis, isRtl);\n  var styles = {\n
slider: (_slider = {\n      touchCallout: 'none',\n      userSelect: 'none',\n      cursor: 'default'\n    }, (0,
_defineProperty3.default)(_slider, crossAxisProperty[calculatedAxis], handleSizeActive), (0,
_defineProperty3.default)(_slider, mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_slider,
'position', 'relative'), (0, _defineProperty3.default)(_slider, 'marginTop', 24), (0, _defineProperty3.default)(_slider,
 'marginBottom', 48), _slider),\n    track: (_track = {\n      position: 'absolute'\n    }, (0,
_defineProperty3.default)(_track, crossAxisOffsetProperty[calculatedAxis], (handleSizeActive - trackSize) / 2), (0,
_defineProperty3.default)(_track, mainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_track,
mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_track,
crossAxisProperty[calculatedAxis], trackSize), _track),\n    filledAndRemaining: (_filledAndRemaining = {\n
directionInvariant: true,\n      position: 'absolute'\n    }, (0, _defineProperty3.default)(_filledAndRemaining,
crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_filledAndRemaining,
crossAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_filledAndRemaining, 'transition',
_transitions2.default.easeOut(null, 'margin')), _filledAndRemaining),\n    handle: (_handle = {\n
directionInvariant: true,\n      boxSizing: 'border-box',\n
      position: 'absolute',\n      cursor: 'pointer',\n      pointerEvents: 'inherit'\n    }, (0,
_defineProperty3.default)(_handle, crossAxisOffsetProperty[calculatedAxis], 0), (0,
_defineProperty3.default)(_handle, mainAxisOffsetProperty[calculatedAxis], percent === 0 ? '0%' : percent * 100 +
'%'), (0, _defineProperty3.default)(_handle, 'zIndex', 1), (0, _defineProperty3.default)(_handle, 'margin', {\n      x:
trackSize / 2 + 'px 0 0 0',\n      'x-reverse': trackSize / 2 + 'px 0 0 0',\n      y: '0 0 0 ' + trackSize / 2 + 'px',\n      'y-
reverse': '0 0 0 ' + trackSize / 2 + 'px'\n    }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'width',
handleSize), (0, _defineProperty3.default)(_handle, 'height', handleSize), (0, _defineProperty3.default)(_handle,
'backgroundColor', selectionColor), (0, _defineProperty3.default)(_handle, 'backgroundClip', 'padding-box'), (0,
_defineProperty3.default)(_handle, 'border', '0px solid transparent'), (0, _defineProperty3.default)(_handle,
'borderRadius',
 '50%'), (0, _defineProperty3.default)(_handle, 'transform', {\n      x: 'translate(-50%, -50%)',\n      'x-reverse':
'translate(50%, -50%)',\n      y: 'translate(-50%, 50%)',\n      'y-reverse': 'translate(-50%, -50%)'\n
}[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'transition', _transitions2.default.easeOut('450ms',
'background') + ', ' + _transitions2.default.easeOut('450ms', 'border-color') + ', ' +
_transitions2.default.easeOut('450ms', 'width') + ', ' + _transitions2.default.easeOut('450ms', 'height')), (0,
_defineProperty3.default)(_handle, 'overflow', 'visible'), (0, _defineProperty3.default)(_handle, 'outline', 'none'),
_handle),\n    handleWhenDisabled: {\n      boxSizing: 'content-box',\n      cursor: 'not-allowed',\n
backgroundColor: trackColor,\n      width: handleSizeDisabled,\n      height: handleSizeDisabled,\n      border:
'none'\n    },\n    handleWhenPercentZero: {\n      border: trackSize + 'px solid ' + handleColorZero,\n
backgroundColor:
 handleFillColor,\n      boxShadow: 'none'\n    },\n    handleWhenPercentZeroAndDisabled: {\n      cursor: 'not-
allowed',\n      width: handleSizeDisabled,\n      height: handleSizeDisabled\n    },\n
handleWhenPercentZeroAndFocused: {\n      border: trackSize + 'px solid ' + trackColorSelected\n    },\n
handleWhenActive: {\n      width: handleSizeActive,\n      height: handleSizeActive\n    },\n    ripple: {\n      height:
handleSize,\n      width: handleSize,\n      overflow: 'visible'\n    },\n    rippleWhenPercentZero: {\n      top: -
trackSize,\n      left: -trackSize\n    },\n    rippleInner: {\n      height: '300%',\n      width: '300%',\n      top: -
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handleSize,\n      left: -handleSize\n    },\n    rippleColor: {\n      fill: percent === 0 ? handleColorZero :
rippleColor\n    }\n  };\n  styles.filled = (0, _simpleAssign2.default)({}, styles.filledAndRemaining, (_objectAssign2
= {}, (0, _defineProperty3.default)(_objectAssign2, mainAxisOffsetProperty[calculatedAxis],
 0), (0, _defineProperty3.default)(_objectAssign2, 'backgroundColor', disabled ? trackColor : selectionColor), (0,
_defineProperty3.default)(_objectAssign2, mainAxisMarginFromEnd[calculatedAxis], fillGutter), (0,
_defineProperty3.default)(_objectAssign2, mainAxisProperty[calculatedAxis], 'calc(' + percent * 100 + '%' +
calcDisabledSpacing + ')'), _objectAssign2));\n  styles.remaining = (0, _simpleAssign2.default)({},
styles.filledAndRemaining, (_objectAssign3 = {}, (0, _defineProperty3.default)(_objectAssign3,
reverseMainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_objectAssign3,
'backgroundColor', (state.hovered || state.focused) && !disabled ? trackColorSelected : trackColor), (0,
_defineProperty3.default)(_objectAssign3, mainAxisMarginFromStart[calculatedAxis], fillGutter), (0,
_defineProperty3.default)(_objectAssign3, mainAxisProperty[calculatedAxis], 'calc(' + (1 - percent) * 100 + '%' +
calcDisabledSpacing + ')'), _objectAssign3));\n  return styles;\n};\n\nvar
 Slider = function (_Component) {\n  (0, _inherits3.default)(Slider, _Component);\n\n  function Slider() {\n    var
_ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Slider);\n\n    for (var _len3 =
arguments.length, args = Array(_len3), _key3 = 0; _key3 < _len3; _key3++) {\n      args[_key3] =
arguments[_key3];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
Slider.__proto__ || (0, _getPrototypeOf2.default)(Slider)).call.apply(_ref, [this].concat(args))), _this), _this.state =
{\n      active: false,\n      dragging: false,\n      focused: false,\n      hovered: false,\n      value: 0\n    }, _this.track =
null, _this.handle = null, _this.resolveValue = function (value, min, max) {\n      if (value > max) {\n        return
max;\n      }\n\n      if (value < min) {\n        return min;\n      }\n\n      return value;\n    }, _this.handleKeyDown =
function (event) {\n      var _this$props = _this.props,\n
          axis = _this$props.axis,\n          min = _this$props.min,\n          max = _this$props.max,\n          step =
_this$props.step;\n      var isRtl = _this.context.muiTheme.isRtl;\n      var calculatedAxis = calculateAxis(axis,
isRtl);\n      var action = void 0;\n\n      switch ((0, _keycode2.default)(event)) {\n        case 'page down':\n        case
'down':\n          if (calculatedAxis === 'y-reverse') {\n            action = 'increase';\n          } else {\n            action =
'decrease';\n          }\n\n          break;\n\n        case 'left':\n          if (calculatedAxis === 'x-reverse') {\n            action =
'increase';\n          } else {\n            action = 'decrease';\n          }\n\n          break;\n\n        case 'page up':\n        case
'up':\n          if (calculatedAxis === 'y-reverse') {\n            action = 'decrease';\n          } else {\n            action =
'increase';\n          }\n\n          break;\n\n        case 'right':\n          if
 (calculatedAxis === 'x-reverse') {\n            action = 'decrease';\n          } else {\n            action = 'increase';\n
}\n\n          break;\n\n        case 'home':\n          action = 'min';\n          break;\n\n        case 'end':\n          action =
'max';\n          break;\n      }\n\n      if (action) {\n        var newValue = void 0; // Cancel scroll\n\n
event.preventDefault();\n\n        switch (action) {\n          case 'decrease':\n            newValue = _this.state.value -
step;\n            break;\n\n          case 'increase':\n            newValue = _this.state.value + step;\n            break;\n\n
case 'min':\n            newValue = min;\n            break;\n\n          case 'max':\n            newValue = max;\n
break;\n        } // We need to use toFixed() because of float point errors.\n        // For example, 0.01 + 0.06 =
0.06999999999999999\n\n\n        newValue = _this.resolveValue(parseFloat(newValue.toFixed(5)), min, max);\n\n
        if (_this.state.value !== newValue) {\n          _this.setState({\n            value: newValue\n          });\n\n          if
(_this.props.onChange) {\n            _this.props.onChange(event, newValue);\n          }\n        }\n      }\n    },
_this.handleDragMouseMove = function (event) {\n      _this.onDragUpdate(event, 'mouse');\n    },
_this.handleTouchMove = function (event) {\n      _this.onDragUpdate(event, 'touch');\n    }, _this.handleMouseEnd
= function (event) {\n      document.removeEventListener('mousemove', _this.handleDragMouseMove);\n
document.removeEventListener('mouseup', _this.handleMouseEnd);\n\n      _this.onDragStop(event);\n    },
_this.handleTouchEnd = function (event) {\n      document.removeEventListener('touchmove',
_this.handleTouchMove);\n      document.removeEventListener('touchup', _this.handleTouchEnd);\n
document.removeEventListener('touchend', _this.handleTouchEnd);\n
document.removeEventListener('touchcancel', _this.handleTouchEnd);\n\n
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_this.onDragStop(event);\n    }, _this.handleTouchStart = function (event) {\n      var _this$props2 =
_this.props,\n          axis = _this$props2.axis,\n          disabled = _this$props2.disabled;\n      var isRtl =
_this.context.muiTheme.isRtl;\n\n      if (disabled) {\n          return;\n      }\n\n      var calculatedAxis =
calculateAxis(axis, isRtl);\n      var position = void 0;\n\n      if (isMouseControlInverted(calculatedAxis)) {\n
position = _this.getTrackOffset() - event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]];\n      } else {\n
      position = event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n      }\n\n
  _this.setValueFromPosition(event, position);\n\n      document.addEventListener('touchmove',
_this.handleTouchMove);\n      document.addEventListener('touchup', _this.handleTouchEnd);\n
document.addEventListener('touchend', _this.handleTouchEnd);\n      document.addEventListener('touchcancel',
 _this.handleTouchEnd);\n\n      _this.onDragStart(event); // Cancel scroll and context menu\n\n\n
event.preventDefault();\n    }, _this.handleFocus = function (event) {\n      _this.setState({\n          focused: true\n
});\n\n      if (_this.props.onFocus) {\n          _this.props.onFocus(event);\n      }\n    }, _this.handleBlur = function
(event) {\n      _this.setState({\n          focused: false,\n          active: false\n      });\n\n      if (_this.props.onBlur) {\n
_this.props.onBlur(event);\n      }\n    }, _this.handleMouseDown = function (event) {\n      var _this$props3 =
_this.props,\n          axis = _this$props3.axis,\n          disabled = _this$props3.disabled;\n      var isRtl =
_this.context.muiTheme.isRtl;\n\n      if (disabled) {\n          return;\n      }\n\n      var calculatedAxis =
calculateAxis(axis, isRtl);\n      var position = void 0;\n\n      if (isMouseControlInverted(calculatedAxis)) {\n
position = _this.getTrackOffset() - event[mainAxisClientOffsetProperty[calculatedAxis]];\n
      } else {\n          position = event[mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n
}\n\n      _this.setValueFromPosition(event, position);\n\n      document.addEventListener('mousemove',
_this.handleDragMouseMove);\n      document.addEventListener('mouseup', _this.handleMouseEnd); // Cancel text
selection\n\n      event.preventDefault(); // Set focus manually since we called preventDefault()\n\n
_this.handle.focus();\n\n      _this.onDragStart(event);\n    }, _this.handleMouseUp = function () {\n      if
(!_this.props.disabled) {\n          _this.setState({\n          active: false\n          });\n      }\n    }, _this.handleMouseEnter =
function () {\n      _this.setState({\n          hovered: true\n      });\n    }, _this.handleMouseLeave = function () {\n
_this.setState({\n          hovered: false\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n  (0, _createClass3.default)(Slider,
 [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n
  defaultValue = _props.defaultValue,\n          min = _props.min,\n          max = _props.max;\n      var value =
this.props.value;\n\n      if (value === undefined) {\n          value = defaultValue !== undefined ? defaultValue :
min;\n      }\n\n      this.setState({\n          value: this.resolveValue(value, min, max)\n      });\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(nextProps.value !== undefined && !this.state.dragging) {\n          var _nextProps$min = nextProps.min,\n
min = _nextProps$min === undefined ? this.props.min : _nextProps$min,\n          _nextProps$max =
nextProps.max,\n          max = _nextProps$max === undefined ? this.props.max : _nextProps$max;\n
this.setState({\n          value: this.resolveValue(nextProps.value, min, max)\n
      });\n      }\n    }\n  }, {\n    key: 'getValue',\n    value: function getValue() {\n      process.env.NODE_ENV !==
\"production\" ? (0, _warning2.default)(false, 'Material-UI Slider: getValue() method is deprecated.\\n      Use the
onChange callbacks instead.\\n      It will be removed with v0.17.0.') : void 0;\n      return this.state.value;\n    }\n  },
{\n    key: 'clearValue',\n    value: function clearValue() {\n      process.env.NODE_ENV !== \"production\" ? (0,
_warning2.default)(false, 'Material-UI Slider: clearValue() method is deprecated.\\n      Use the value property to
control the component instead.\\n      It will be removed with v0.17.0.') : void 0;\n      this.setState({\n          value:
this.props.min\n      });\n    }\n  }, {\n    key: 'getTrackOffset',\n    value: function getTrackOffset() {\n      var axis =
this.props.axis;\n      var isRtl = this.context.muiTheme.isRtl;\n      var calculatedAxis = calculateAxis(axis, isRtl);\n
  if (!this.track) return
 0;\n      return this.track.getBoundingClientRect()[mainAxisOffsetProperty[calculatedAxis]];\n    }\n  }, {\n    key:
'onDragStart',\n    value: function onDragStart(event) {\n      this.setState({\n          dragging: true,\n          active: true\n
  });\n\n      if (this.props.onDragStart) {\n          this.props.onDragStart(event);\n      }\n    }\n  }, {\n    key:
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'onDragUpdate',\n    value: function onDragUpdate(event, type) {\n      var _this2 = this;\n\n      var _props2 =
this.props,\n          axis = _props2.axis,\n          disabled = _props2.disabled;\n      var isRtl =
this.context.muiTheme.isRtl;\n\n      if (this.dragRunning) {\n        return;\n      }\n\n      this.dragRunning = true;\n
requestAnimationFrame(function () {\n        _this2.dragRunning = false;\n        var calculatedAxis =
calculateAxis(axis, isRtl);\n        var source = type === 'touch' ? event.touches[0] : event;\n        var position = void
0;\n\n        if (isMouseControlInverted(calculatedAxis))
 {\n          position = _this2.getTrackOffset() - source[mainAxisClientOffsetProperty[calculatedAxis]];\n        } else
{\n          position = source[mainAxisClientOffsetProperty[calculatedAxis]] - _this2.getTrackOffset();\n        }\n\n
 if (!disabled) {\n          _this2.setValueFromPosition(event, position);\n        }\n      });\n    }\n  }, {\n    key:
'onDragStop',\n    value: function onDragStop(event) {\n      this.setState({\n        dragging: false,\n        active:
false\n      });\n\n      if (this.props.onDragStop) {\n        this.props.onDragStop(event);\n      }\n    }\n  }, {\n    key:
'setValueFromPosition',\n    value: function setValueFromPosition(event, position) {\n      var _props3 =
this.props,\n          axis = _props3.axis,\n          step = _props3.step,\n          min = _props3.min,\n          max =
_props3.max;\n      var isRtl = this.context.muiTheme.isRtl;\n      var calculatedAxis = calculateAxis(axis, isRtl);\n
 var positionMax = this.track[mainAxisClientProperty[calculatedAxis]];\n
     var value = void 0;\n\n      if (position <= 0) {\n        value = min;\n      } else if (position >= positionMax) {\n
 value = max;\n      } else {\n        value = position / positionMax * (max - min);\n        value = Math.round(value /
step) * step + min;\n        value = parseFloat(value.toFixed(5));\n      }\n\n      value = this.resolveValue(value, min,
max);\n\n      if (this.state.value !== value) {\n        this.setState({\n          value: value\n        });\n\n        if
(this.props.onChange) {\n          this.props.onChange(event, value);\n        }\n      }\n    }\n  }, {\n    key: 'render',\n
value: function render() {\n      var _this3 = this;\n\n      var _props4 = this.props,\n          axis = _props4.axis,\n
disabled = _props4.disabled,\n          disableFocusRipple = _props4.disableFocusRipple,\n          max =
_props4.max,\n          min = _props4.min,\n          name = _props4.name,\n          onBlur
 = _props4.onBlur,\n          onChange = _props4.onChange,\n          onDragStart = _props4.onDragStart,\n
onDragStop = _props4.onDragStop,\n          onFocus = _props4.onFocus,\n          required = _props4.required,\n
sliderStyle = _props4.sliderStyle,\n          step = _props4.step,\n          style = _props4.style,\n          propValue =
_props4.value,\n          other = (0, _objectWithoutProperties3.default)(_props4, ['axis', 'disabled',
'disableFocusRipple', 'max', 'min', 'name', 'onBlur', 'onChange', 'onDragStart', 'onDragStop', 'onFocus', 'required',
'sliderStyle', 'step', 'style', 'value']);\n      var _state = this.state,\n          active = _state.active,\n          focused =
_state.focused,\n          hovered = _state.hovered,\n          value = _state.value;\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var percent
= getPercent(value, min, max);\n      var handleStyles
 = {};\n\n      if (percent === 0) {\n        handleStyles = (0, _simpleAssign2.default)({}, styles.handle,
styles.handleWhenPercentZero, active && styles.handleWhenActive, (hovered || focused) && !disabled &&
styles.handleWhenPercentZeroAndFocused, disabled && styles.handleWhenPercentZeroAndDisabled);\n      } else
{\n        handleStyles = (0, _simpleAssign2.default)({}, styles.handle, active && styles.handleWhenActive, disabled
&& styles.handleWhenDisabled);\n      }\n\n      var rippleStyle = (0, _simpleAssign2.default)({}, styles.ripple,
percent === 0 && styles.rippleWhenPercentZero);\n      return _react2.default.createElement('div', (0,
_extends3.default)({}, other, {\n        style: prepareStyles((0, _simpleAssign2.default)({}, style))\n      }),
_react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.slider,
sliderStyle)),\n        onFocus: this.handleFocus,\n        onBlur: this.handleBlur,\n        onMouseDown:
this.handleMouseDown,\n
        onMouseEnter: this.handleMouseEnter,\n        onMouseLeave: this.handleMouseLeave,\n        onMouseUp:
this.handleMouseUp,\n        onTouchStart: this.handleTouchStart,\n        onKeyDown: !disabled ?
this.handleKeyDown : undefined\n      }, _react2.default.createElement('div', {\n        ref: function ref(node) {\n
return _this3.track = node;\n        },\n        style: prepareStyles(styles.track)\n      },
_react2.default.createElement('div', {\n        style: prepareStyles(styles.filled)\n      }),
_react2.default.createElement('div', {\n        style: prepareStyles(styles.remaining)\n      }),
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_react2.default.createElement('div', {\n ref: function ref(node) {\n return _this3.handle = node;\n },\n style: prepareStyles(handleStyles),\n tabIndex: 0\n }, !disabled && !disableFocusRipple && _react2.default.createElement(_FocusRipple2.default, {\n style: rippleStyle,\n innerStyle: styles.rippleInner,\n show: (hovered || focused) && !active,\n color: styles.rippleColor.fill\n }))),\n _react2.default.createElement('input', {\n type: 'hidden',\n name: name,\n value: value,\n required: required,\n min: min,\n max: max,\n step: step\n }));\n }\n }]);\n return Slider;\n}(_react.Component);\n\nSlider.defaultProps = {\n axis: 'x',\n disabled: false,\n disableFocusRipple: false,\n max: 1,\n min: 0,\n required: true,\n step: 0.01,\n style: {}\n};\nSlider.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSlider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The axis on which the slider will slide.\n */\n axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-reverse']),\n\n /**\n * The default value of the slider.\n */\n defaultValue: valueInRangePropType,\n\n /**\n * Disables focus ripple if set to true.\n */\n disableFocusRipple: _propTypes2.default.bool,\n\n /**\n * If true, the slider will not be interactable.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The maximum value the slider can slide to on\n * a scale from 0 to 1 inclusive. Cannot be equal to min.\n */\n max: minMaxPropType,\n\n /**\n * The minimum value the slider can slide to on a scale\n * from 0 to 1 inclusive. Cannot be equal to max.\n */\n min: minMaxPropType,\n\n /**\n * The name of the slider. Behaves like the name attribute\n * of an input element.\n */\n name: _propTypes2.default.string,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slider's value changed.\n *\n * @param {object} event KeyDown event targeting the slider.\n * @param {number} newValue The new value of the slider.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slider has begun to move.\n *\n * @param {object} event MouseDown
or TouchStart event targeting the slider.\n */\n onDragStart: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slide has stopped moving.\n *\n * @param {object} event MouseEnd or TouchEnd event targeting the slider.\n */\n onDragStop: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n * Whether or not the slider is required in a form.\n */\n required: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the inner slider element.\n */\n sliderStyle: _propTypes2.default.object,\n\n /**\n * The granularity the slider can step through values.\n */\n step: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The value of the slider.\n */\n value: valueInRangePropType\n} : {};\nexports.default = Slider;",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ActionCheckCircle = function ActionCheckCircle(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm-2 15l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z'\n }));\n};\n\nActionCheckCircle = (0, _pure2.default)(ActionCheckCircle);\nActionCheckCircle.displayName = 'ActionCheckCircle';\nActionCheckCircle.muiName = 'SvgIcon';\n\nexports.default = ActionCheckCircle;",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-

runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _ExpandTransitionChild = require('./ExpandTransitionChild');\n\nvar _ExpandTransitionChild2 = _interopRequireDefault(_ExpandTransitionChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ExpandTransition = function (_Component) {\n (0, _inherits3.default)(ExpandTransition, _Component);\n\n function ExpandTransition() {\n (0, _classCallCheck3.default)(this, ExpandTransition);\n return (0, _possibleConstructorReturn3.default)(this, (ExpandTransition.__proto__
 || (0, _getPrototypeOf2.default)(ExpandTransition)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ExpandTransition, [{\n key: 'renderChildren',\n value: function renderChildren(children) {\n var _props = this.props,\n enterDelay = _props.enterDelay,\n transitionDelay = _props.transitionDelay,\n transitionDuration = _props.transitionDuration,\n expandTransitionChildStyle = _props.expandTransitionChildStyle;\n return _react2.default.Children.map(children, function (child) {\n return _react2.default.createElement(_ExpandTransitionChild2.default, {\n enterDelay: enterDelay,\n transitionDelay: transitionDelay,\n transitionDuration: transitionDuration,\n key: child.key,\n style: expandTransitionChildStyle\n }, child);\n }, this);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props2 = this.props,\n children = _props2.children,\n enterDelay = _props2.enterDelay,\n loading = _props2.loading,\n open = _props2.open,\n style = _props2.style,\n transitionDelay = _props2.transitionDelay,\n transitionDuration = _props2.transitionDuration,\n expandTransitionChildStyle = _props2.expandTransitionChildStyle,\n other = (0, _objectWithoutProperties3.default)(_props2, ['children', 'enterDelay', 'loading', 'open', 'style', 'transitionDelay', 'transitionDuration', 'expandTransitionChildStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'relative',\n overflow: 'hidden',\n height: 'auto'\n }, style);\n var newChildren = loading ? [] : this.renderChildren(children);\n return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({\n style: prepareStyles(mergedRootStyles),\n component: 'div'\n }, other), open && newChildren);\n }\n }]);\n return ExpandTransition;\n}(_react.Component);\n\nExpandTransition.defaultProps = {\n enterDelay: 0,\n transitionDelay: 0,\n transitionDuration: 450,\n loading: false,\n open: false\n};\nExpandTransition.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nExpandTransition.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n expandTransitionChildStyle: _propTypes2.default.object,\n loading: _propTypes2.default.bool,\n open: _propTypes2.default.bool,\n style: _propTypes2.default.object,\n transitionDelay: _propTypes2.default.number,\n transitionDuration: _propTypes2.default.number\n} : {};\nexports.default = ExpandTransition;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2
 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nvar reflow = function reflow(elem) {\n  return elem.offsetHeight;\n};\n\nvar
ExpandTransitionChild = function (_Component) {\n  (0, _inherits3.default)(ExpandTransitionChild,
_Component);\n\n  function ExpandTransitionChild() {\n    (0, _classCallCheck3.default)(this,
ExpandTransitionChild);\n    return (0, _possibleConstructorReturn3.default)(this,
(ExpandTransitionChild.__proto__ || (0, _getPrototypeOf2.default)(ExpandTransitionChild)).apply(this,
 arguments));\n  }\n\n  (0, _createClass3.default)(ExpandTransitionChild, [{\n    key: 'componentWillUnmount',\n
value: function componentWillUnmount() {\n      clearTimeout(this.enterTimer);\n
clearTimeout(this.enteredTimer);\n      clearTimeout(this.leaveTimer);\n    }\n  }, {\n    key:
'componentWillAppear',\n    value: function componentWillAppear(callback) {\n      this.open();\n      callback();\n
}\n  }, {\n    key: 'componentDidAppear',\n    value: function componentDidAppear() {\n      this.setAutoHeight();\n
 }\n  }, {\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n      var _this2 =
this;\n\n      var _props = this.props,\n          enterDelay = _props.enterDelay,\n          transitionDelay =
_props.transitionDelay,\n          transitionDuration = _props.transitionDuration;\n\n      var element =
_reactDom2.default.findDOMNode(this);\n\n      element.style.height = 0;\n      this.enterTimer =
setTimeout(function
 () {\n        return _this2.open();\n      }, enterDelay);\n      this.enteredTimer = setTimeout(function () {\n        return
callback();\n      }, enterDelay + transitionDelay + transitionDuration);\n    }\n  }, {\n    key: 'componentDidEnter',\n
 value: function componentDidEnter() {\n      this.setAutoHeight();\n    }\n  }, {\n    key: 'componentWillLeave',\n
value: function componentWillLeave(callback) {\n      var _props2 = this.props,\n          transitionDelay =
_props2.transitionDelay,\n          transitionDuration = _props2.transitionDuration;\n\n      var element =
_reactDom2.default.findDOMNode(this); // Set fixed height first for animated property value\n\n\n
element.style.height = this.refs.wrapper.clientHeight + 'px';\n      reflow(element);\n
element.style.transitionDuration = transitionDuration + 'ms';\n      element.style.height = 0;\n      this.leaveTimer =
setTimeout(function () {\n        return callback();\n      }, transitionDelay + transitionDuration);\n
    }\n  }, {\n    key: 'setAutoHeight',\n    value: function setAutoHeight() {\n      var _ReactDOM$findDOMNode =
_reactDom2.default.findDOMNode(this),\n          style = _ReactDOM$findDOMNode.style;\n\n
style.transitionDuration = 0;\n      style.height = 'auto';\n    }\n  }, {\n    key: 'open',\n    value: function open() {\n
var element = _reactDom2.default.findDOMNode(this);\n\n      element.style.height = this.refs.wrapper.clientHeight
+ 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props3 = this.props,\n          children =
_props3.children,\n          enterDelay = _props3.enterDelay,\n          style = _props3.style,\n          transitionDelay =
_props3.transitionDelay,\n          transitionDuration = _props3.transitionDuration,\n          other = (0,
_objectWithoutProperties3.default)(_props3, ['children', 'enterDelay', 'style', 'transitionDelay',
'transitionDuration']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n
      var mergedRootStyles = (0, _simpleAssign2.default)({\n        position: 'relative',\n        height: 0,\n        width:
'100%',\n        top: 0,\n        left: 0,\n        overflow: 'hidden',\n        transition:
_transitions2.default.easeOut(transitionDuration + 'ms', ['height'], transitionDelay + 'ms')\n      }, style);\n      return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style:
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prepareStyles(mergedRootStyles)\n }), _react2.default.createElement('div', {\n ref: 'wrapper'\n }, children));\n }\n }]);\n return ExpandTransitionChild;\n}(_react.Component);\n\nExpandTransitionChild.defaultProps = {\n enterDelay: 0,\n transitionDelay: 0,\n transitionDuration: 450\n};\nExpandTransitionChild.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nExpandTransitionChild.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n style: _propTypes2.default.object,\n transitionDelay: _propTypes2.default.number,\n transitionDuration: _propTypes2.default.number\n} : {};\nexports.default = ExpandTransitionChild;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.PlainStepConnector = undefined;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar propTypes = {\n /**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n};\nvar contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\n\nvar StepConnector = function StepConnector(props,\n context) {\n var muiTheme = context.muiTheme,\n stepper = context.stepper;\n var styles = {\n wrapper: {\n flex: '1 1 auto'\n },\n line: {\n display: 'block',\n borderColor: muiTheme.stepper.connectorLineColor\n }\n };\n /**\n * Clean up once we can use CSS pseudo elements\n */\n\n if (stepper.orientation === 'horizontal') {\n styles.line.marginLeft = -6;\n styles.line.borderTopStyle = 'solid';\n styles.line.borderTopWidth = 1;\n } else if (stepper.orientation === 'vertical') {\n styles.wrapper.marginLeft = 14 + 11; // padding + 1/2 icon\n\n styles.line.borderLeftStyle = 'solid';\n styles.line.borderLeftWidth = 1;\n styles.line.minHeight = 28;\n }\n\n var prepareStyles = muiTheme.prepareStyles;\n return _react2.default.createElement('div', {\n style: prepareStyles(styles.wrapper)\n }, _react2.default.createElement('span', {\n style: prepareStyles(styles.line)\n }));\n};\n\nStepConnector.propTypes\n = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nStepConnector.contextTypes = contextTypes;\nexports.PlainStepConnector = StepConnector;\nexports.default = (0, _pure2.default)(StepConnector);","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _ClickAwayListener = require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);\n\nvar _SnackbarBody = require('./SnackbarBody');\n\nvar _SnackbarBody2 = _interopRequireDefault(_SnackbarBody);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var _context$muiTheme = context.muiTheme,\n desktopSubheaderHeight =

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_context$muiTheme.baseTheme.spacing.desktopSubheaderHeight,\n      zIndex = _context$muiTheme.zIndex;\n var open = state.open;\n  var styles = {\n    root: {\n      position: 'fixed',\n      left: '50%',\n      display: 'flex',\n bottom: 0,\n      zIndex: zIndex.snackbar,\n      visibility: open ? 'visible' : 'hidden',\n      transform: open ? 'translate(-50%, 0)' : 'translate(-50%, ' + desktopSubheaderHeight + 'px)',\n      transition: _transitions2.default.easeOut('400ms', 'transform') + ', ' + _transitions2.default.easeOut('400ms', 'visibility')\n    }\n };\n  return styles;\n}\n\nvar Snackbar = function (_Component) {\n  (0, _inherits3.default)(Snackbar, _Component);\n\n  function Snackbar() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
 Snackbar);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Snackbar.__proto__ || (0, _getPrototypeOf2.default)(Snackbar)).call.apply(_ref, [this].concat(args))), _this), _this.componentClickAway = function () {\n      if (_this.timerTransitionId) {\n        // If transitioning, don't close the snackbar.\n        return;\n      }\n\n      if (_this.props.open !== null && _this.props.onRequestClose) {\n _this.props.onRequestClose(Snackbar.reasons.CLICKAWAY);\n      } else {\n        _this.setState({\n          open: false\n        });\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Snackbar, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        open: this.props.open,\n
        message: this.props.message,\n        action: this.props.action\n      });\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      if (this.state.open) {\n this.setAutoHideTimer();\n        this.setTransitionTimer();\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      var _this2 = this;\n\n      if (this.props.open && nextProps.open && (nextProps.message !== this.props.message || nextProps.action !== this.props.action)) {\n        this.setState({\n          open: false\n        });\n clearTimeout(this.timerOneAtTheTimeId);\n        this.timerOneAtTheTimeId = setTimeout(function () {\n _this2.setState({\n            message: nextProps.message,\n            action: nextProps.action,\n            open: true\n          });\n        }, 400);\n      } else {\n        var open = nextProps.open;\n        this.setState({\n          open:
 open !== null ? open : this.state.open,\n          message: nextProps.message,\n          action: nextProps.action\n        });\n      }\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate(prevProps, prevState) {\n      if (prevState.open !== this.state.open) {\n        if (this.state.open) {\n this.setAutoHideTimer();\n          this.setTransitionTimer();\n        } else {\n clearTimeout(this.timerAutoHideId);\n        }\n      }\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      clearTimeout(this.timerAutoHideId);\n clearTimeout(this.timerTransitionId);\n      clearTimeout(this.timerOneAtTheTimeId);\n    }\n  }, {\n    key: 'setAutoHideTimer',\n    // Timer that controls delay before snackbar auto hides\n    value: function setAutoHideTimer() {\n      var _this3 = this;\n\n      var autoHideDuration = this.props.autoHideDuration;\n\n      if (autoHideDuration > 0) {\n
      clearTimeout(this.timerAutoHideId);\n        this.timerAutoHideId = setTimeout(function () {\n          if (_this3.props.open !== null && _this3.props.onRequestClose) {\n _this3.props.onRequestClose(Snackbar.reasons.TIMEOUT);\n          } else {\n            _this3.setState({\n open: false\n            });\n          }\n        }, autoHideDuration);\n      }\n    } // Timer that controls delay before click-away events are captured (based on when animation completes)\n\n  }, {\n    key: 'setTransitionTimer',\n    value: function setTransitionTimer() {\n      var _this4 = this;\n\n      this.timerTransitionId = setTimeout(function () {\n _this4.timerTransitionId = undefined;\n      }, 400);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n var _props = this.props,\n          autoHideDuration = _props.autoHideDuration,\n          contentStyle = _props.contentStyle,\n          bodyStyle = _props.bodyStyle,\n          messageProp =
 _props.message,\n          onRequestClose = _props.onRequestClose,\n          onActionClick = _props.onActionClick,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props,
```

['autoHideDuration', 'contentStyle', 'bodyStyle', 'message', 'onRequestClose', 'onActionClick', 'style']);\n var _state = this.state,\n action = _state.action,\n message = _state.message,\n open = _state.open;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: open ? this.componentClickAway : null\n }, _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement(_SnackbarBody2.default, {\n action: action,\n contentStyle: contentStyle,\n message: message,\n open: open,\n onActionClick: onActionClick,\n style: bodyStyle\n })));\n }\n }]);\n return Snackbar;\n}(_react.Component);\n\nSnackbar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSnackbar.reasons = {\n CLICKAWAY: 'clickaway',\n TIMEOUT: 'timeout'\n};\nSnackbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The label for the action on the snackbar.\n */\n action: _propTypes2.default.node,\n\n /**\n * The number of milliseconds to wait before automatically dismissing.\n * If no value is specified the snackbar will dismiss normally.\n * If a value is provided the snackbar can still be dismissed normally.\n * If a snackbar is dismissed before the timer expires, the timer will be cleared.\n */\n autoHideDuration: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the body element.\n */\n bodyStyle: _propTypes2.default.object,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the content element.\n */\n contentStyle: _propTypes2.default.object,\n\n /**\n * The message to be displayed.\n *\n * (Note: If the message is an element or array, and the `Snackbar` may re-render while it is still open,\n * ensure that the same object remains as the `message` property if you want to avoid the `Snackbar` hiding and\n * showing again)\n */\n message: _propTypes2.default.node.isRequired,\n\n /**\n * Fired when the action button is clicked.\n *\n * @param {object} event Action button event.\n */\n onActionClick: _propTypes2.default.func,\n\n /**\n * Fired when the `Snackbar` is requested to be closed by a click outside the `Snackbar`, or after the\n * `autoHideDuration` timer expires.\n *\n * Typically `onRequestClose` is used to set state in the parent component, which is used to control the `Snackbar`\n * `open` prop.\n *\n * The `reason` parameter can optionally be used to control the response to `onRequestClose`,\n * for example ignoring `clickaway`.\n *\n * @param {string} reason Can be:`\"timeout\"` (`autoHideDuration` expired) or: `\"clickaway\"`\n */\n onRequestClose: _propTypes2.default.func,\n\n /**\n * Controls whether the `Snackbar` is opened or not.\n */\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Snackbar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.SnackbarBody = undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _withWidth = require('../utils/withWidth');\n\nvar _withWidth2 = _interopRequireDefault(_withWidth);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var open = props.open,\n width = props.width;\n var _context$muiTheme = context.muiTheme,\n _context$muiTheme$bas = _context$muiTheme.baseTheme,\n _context$muiTheme$bas2 = _context$muiTheme$bas.spacing,\n desktopGutter = _context$muiTheme$bas2.desktopGutter,\n desktopSubheaderHeight = _context$muiTheme$bas2.desktopSubheaderHeight,\n fontFamily = _context$muiTheme$bas.fontFamily,\n _context$muiTheme$sna = _context$muiTheme.snackbar,\n backgroundColor =

_context$muiTheme$sna.backgroundColor,\n textColor = _context$muiTheme$sna.textColor,\n actionColor = _context$muiTheme$sna.actionColor,\n borderRadius = _context$muiTheme.borderRadius;\n var isSmall = width === _withWidth.SMALL;\n var styles = {\n root: {\n fontFamily: fontFamily,\n backgroundColor: backgroundColor,\n padding: '0 ' + desktopGutter + 'px',\n height: desktopSubheaderHeight,\n lineHeight: desktopSubheaderHeight + 'px',\n borderRadius: isSmall ? 0 : borderRadius,\n maxWidth: isSmall ? 'inherit' : 568,\n minWidth: isSmall ? 'inherit' : 288,\n width: isSmall ? 'calc(100vw - ' + desktopGutter * 2 + 'px)' : 'auto',\n flexGrow:
isSmall ? 1 : 0\n },\n content: {\n fontSize: 14,\n color: textColor,\n opacity: open ? 1 : 0,\n transition: open ? _transitions2.default.easeOut('500ms', 'opacity', '100ms') : _transitions2.default.easeOut('400ms', 'opacity')\n },\n action: {\n color: actionColor,\n float: 'right',\n marginTop: 6,\n marginRight: -16,\n marginLeft: desktopGutter,\n backgroundColor: 'transparent'\n }\n };\n return styles;\n}\n\nvar SnackbarBody = function SnackbarBody(props, context) {\n var action = props.action,\n contentStyle = props.contentStyle,\n message = props.message,\n open = props.open,\n onActionClick = props.onActionClick,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['action', 'contentStyle', 'message', 'open', 'onActionClick', 'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n\n var actionButton
= action && _react2.default.createElement(_FlatButton2.default, {\n style: styles.action,\n label: action,\n onClick: onActionClick\n });\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.content, contentStyle))\n },
_react2.default.createElement('span', null, message), actionButton));\n};\n\nexports.SnackbarBody = SnackbarBody;\nSnackbarBody.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The label for the action on the snackbar.\n */\n action: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the content element.\n */\n contentStyle: _propTypes2.default.object,\n\n /**\n * The message to be displayed.\n *\n * (Note: If the message is an element or array, and the `Snackbar` may re-render while it is still
open,\n * ensure that the same object remains as the `message` property if you want to avoid the `Snackbar` hiding and\n * showing again)\n */\n message: _propTypes2.default.node.isRequired,\n\n /**\n * Fired when the action button is clicked.\n *\n * @param {object} event Action button event.\n */\n onActionClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Controls whether the `Snackbar` is opened or not.\n */\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * @ignore\n * Width of the screen.\n */\n width: _propTypes2.default.number.isRequired\n} : {};\nSnackbarBody.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = (0, _withWidth2.default)()(SnackbarBody);","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.LARGE = exports.MEDIUM = exports.SMALL
= undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.default = withWidth;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _reactEventListener
= require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nfunction _interopRequireDefault(obj) {\n return obj &&

obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar SMALL = exports.SMALL = 1;\nvar MEDIUM = exports.MEDIUM = 2;\nvar LARGE = exports.LARGE = 3;\n\nfunction withWidth() {\n var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n var _options$largeWidth = options.largeWidth,\n largeWidth = _options$largeWidth === undefined ? 992 : _options$largeWidth,\n _options$mediumWidth = options.mediumWidth,\n mediumWidth = _options$mediumWidth === undefined ? 768 : _options$mediumWidth,\n _options$resizeInterv = options.resizeInterval,\n resizeInterval = _options$resizeInterv === undefined ? 166 : _options$resizeInterv;\n return function (MyComponent) {\n return function (_Component) {\n (0, _inherits3.default)(WithWidth, _Component);\n\n function WithWidth() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, WithWidth);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = WithWidth.__proto__ || (0, _getPrototypeOf2.default)(WithWidth)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n width: null\n }, _this.handleResize = function () {\n clearTimeout(_this.deferTimer);\n _this.deferTimer = setTimeout(function () {\n _this.updateWidth();\n }, resizeInterval);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(WithWidth, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.updateWidth();\n }\n },\n {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.deferTimer);\n }\n }, {\n key: 'updateWidth',\n value: function updateWidth() {\n var innerWidth = window.innerWidth;\n var width = void 0;\n\n if (innerWidth >= largeWidth) {\n width = LARGE;\n } else if (innerWidth >= mediumWidth) {\n width = MEDIUM;\n } else {\n // innerWidth < 768\n width = SMALL;\n }\n\n if (width !== this.state.width) {\n this.setState({\n width: width\n });\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var width = this.state.width;\n /**\n * When rendering the component on the server,\n * we have no idea about the screen width.\n * In order to prevent blinks and help the reconciliation\n * we are not rendering the component.\n *\n * A better alternative would be to send client hints.\n * But the browser support of this API is low:\n * http://caniuse.com/#search=client%20hint\n */\n\n if (width === null) {\n return null;\n }\n\n return _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onResize: this.handleResize\n }, _react2.default.createElement(MyComponent, (0, _extends3.default)({\n width: width\n }, this.props)));\n }\n }]);\n return WithWidth;\n }(_react.Component);\n};\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _TabTemplate =

require('./TabTemplate');\n\nvar _TabTemplate2 = _interopRequireDefault(_TabTemplate);\n\nvar _InkBar = require('./InkBar');\n\nvar _InkBar2 = _interopRequireDefault(_InkBar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tabs = context.muiTheme.tabs;\n return {\n tabItemContainer: {\n width: '100%',\n backgroundColor: tabs.backgroundColor,\n whiteSpace: 'nowrap',\n display: 'flex'\n }\n };\n}\n\nvar Tabs = function (_Component) {\n (0, _inherits3.default)(Tabs, _Component);\n\n function Tabs() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Tabs);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tabs.__proto__ || (0, _getPrototypeOf2.default)(Tabs)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n selectedIndex: 0\n }, _this.handleTabClick = function (value, event, tab) {\n var valueLink = _this.getValueLink(_this.props);\n\n var index = tab.props.index;\n\n if (valueLink.value && valueLink.value !== value || _this.state.selectedIndex !== index) {\n valueLink.requestChange(value, event, tab);\n }\n\n _this.setState({\n selectedIndex: index\n });\n\n if (tab.props.onActive) {\n tab.props.onActive(tab);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Tabs, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var valueLink = this.getValueLink(this.props);\n var initialIndex = this.props.initialSelectedIndex;\n this.setState({\n selectedIndex: valueLink.value !== undefined ? this.getSelectedIndex(this.props) : initialIndex < this.getTabCount() ? initialIndex : 0\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(newProps, nextContext) {\n var valueLink = this.getValueLink(newProps);\n var newState = {\n muiTheme: nextContext.muiTheme || this.context.muiTheme\n };\n\n if (valueLink.value !== undefined) {\n newState.selectedIndex = this.getSelectedIndex(newProps);\n }\n\n this.setState(newState);\n }\n }, {\n key: 'getTabs',\n value: function getTabs() {\n var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n var tabs = [];\n\n _react.Children.forEach(props.children, function (tab) {\n if ((0, _react.isValidElement)(tab)) {\n tabs.push(tab);\n }\n });\n\n return tabs;\n }\n }, {\n key: 'getTabCount',\n value: function getTabCount() {\n return this.getTabs().length;\n } // Do not use outside of this component, it will be removed once valueLink is deprecated\n\n }, {\n key: 'getValueLink',\n value: function getValueLink(props) {\n return props.valueLink || {\n value: props.value,\n requestChange: props.onChange\n };\n }\n }, {\n key: 'getSelectedIndex',\n value: function getSelectedIndex(props) {\n var valueLink = this.getValueLink(props);\n var selectedIndex = -1;\n this.getTabs(props).forEach(function (tab, index) {\n if (valueLink.value === tab.props.value) {\n selectedIndex = index;\n }\n });\n return selectedIndex;\n }\n }, {\n key: 'getSelected',\n value: function getSelected(tab, index) {\n var valueLink = this.getValueLink(this.props);\n\n return valueLink.value ? valueLink.value === tab.props.value : this.state.selectedIndex === index;\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n contentContainerClassName = _props.contentContainerClassName,\n contentContainerStyle = _props.contentContainerStyle,\n initialSelectedIndex = _props.initialSelectedIndex,\n inkBarStyle = _props.inkBarStyle,\n inkBarContainerStyle = _props.inkBarContainerStyle,\n onChange = _props.onChange,\n style = _props.style,\n tabItemContainerStyle = _props.tabItemContainerStyle,\n tabTemplate = _props.tabTemplate,\n tabTemplateStyle = _props.tabTemplateStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['contentContainerClassName', 'contentContainerStyle', 'initialSelectedIndex', 'inkBarStyle', 'inkBarContainerStyle', 'onChange', 'style', 'tabItemContainerStyle', 'tabTemplate', 'tabTemplateStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var valueLink = this.getValueLink(this.props);\n var tabValue = valueLink.value;\n var tabContent = [];\n var width = 100 / this.getTabCount();\n var tabs = this.getTabs().map(function (tab, index) {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(tab.type && tab.type.muiName === 'Tab', 'Material-UI: Tabs only accepts Tab Components as

children.\\n Found ' + (tab.type.muiName || tab.type) + ' as child number ' + (index + 1) + ' of Tabs') : void 0;\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!tabValue || tab.props.value !== undefined, 'Material-UI: Tabs value prop has been passed, but Tab ' + index + '\\n does not have a value prop. Needs value if Tabs is going\\n to be a controlled component.') : void 0;\n tabContent.push(tab.props.children ? (0, _react.createElement)(tabTemplate || _TabTemplate2.default, {\n key: index,\n selected: _this2.getSelected(tab, index),\n style: tabTemplateStyle\n }, tab.props.children) : undefined);\n return (0, _react.cloneElement)(tab, {\n key: index,\n index: index,\n selected: _this2.getSelected(tab, index),\n width: width + '%',\n onClick: _this2.handleTabClick\n });\n });\n var realSelectedIndex = valueLink.value ? this.getSelectedIndex(this.props) : this.state.selectedIndex;\n var inkBar = realSelectedIndex !== -1 ? _react2.default.createElement(_InkBar2.default, {\n left: width * realSelectedIndex + '%',\n width: width + '%',\n style: inkBarStyle\n }) : null;\n var inkBarContainerWidth = tabItemContainerStyle ? tabItemContainerStyle.width : '100%';\n return _react2.default.createElement('div', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, other), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.tabItemContainer, tabItemContainerStyle))\n }, tabs), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({\n width: inkBarContainerWidth\n }, inkBarContainerStyle))\n }, inkBar), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, contentContainerStyle)),\n className: contentContainerClassName\n }, tabContent));\n }\n]);\n return Tabs;\n}(_react.Component);\n\nTabs.defaultProps = {\n initialSelectedIndex: 0,\n onChange: function onChange() {}\n};\nTabs.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTabs.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Should be used to pass `Tab` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The css class name of the content's container.\n */\n contentContainerClassName: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the content's container.\n */\n contentContainerStyle: _propTypes2.default.object,\n\n /**\n * Specify initial visible tab index.\n * If `initialSelectedIndex` is set but larger than the total amount of specified tabs,\n * `initialSelectedIndex` will revert back to default.\n * If `initialSelectedIndex` is set to any negative value, no tab will be selected intially.\n */\n initialSelectedIndex: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the InkBar.\n */\n inkBarStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the InkBar container.\n */\n inkBarContainerStyle: _propTypes2.default.object,\n\n /**\n * Called when the selected value change.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the tab-labels container.\n */\n tabItemContainerStyle: _propTypes2.default.object,\n\n /**\n * Override the default tab template used to wrap the content of each tab element.\n */\n tabTemplate: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the tab template.\n */\n tabTemplateStyle: _propTypes2.default.object,\n\n /**\n * Makes Tabs controllable and selects the tab whose value prop matches this prop.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = Tabs;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n width: '100%',\n position: 'relative',\n textAlign: 'initial'\n};\n\nvar TabTemplate = function TabTemplate(_ref) {\n var children = _ref.children,\n selected = _ref.selected,\n style = _ref.style;\n var templateStyle = (0, _simpleAssign2.default)({}, styles, style);\n\n if (!selected) {\n templateStyle.height = 0;\n templateStyle.overflow = 'hidden';\n }\n\n return

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_react2.default.createElement('div', {\n    style: templateStyle\n  }, children);\n};\n\nTabTemplate.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  children: _propTypes2.default.node,\n  selected: _propTypes2.default.bool,\n  style: _propTypes2.default.object\n} : {};\nexports.default = TabTemplate;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _context$muiTheme = context.muiTheme,\n      inkBar = _context$muiTheme.inkBar,\n      isRtl = _context$muiTheme.isRtl;\n  return {\n    root: {\n      left: props.left,\n      width: props.width,\n      bottom: 0,\n      display: 'block',\n      backgroundColor: props.color || inkBar.backgroundColor,\n      height: 2,\n      marginTop: -2,\n      position: 'relative',\n      transition: _transitions2.default.easeOut('1s', isRtl ? 'right' : 'left')\n    }\n  };\n}\n\nvar InkBar = function (_Component) {\n  (0, _inherits3.default)(InkBar, _Component);\n\n  function InkBar() {\n    (0, _classCallCheck3.default)(this, InkBar);\n    return (0, _possibleConstructorReturn3.default)(this, (InkBar.__proto__ || (0, _getPrototypeOf2.default)(InkBar)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(InkBar, [{\n    key: 'render',\n    value: function render() {\n      var style = this.props.style;\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      return _react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n      });\n    }\n  }]);\n  return InkBar;\n}(_react.Component);\n\nInkBar.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nInkBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  color: _propTypes2.default.string,\n  left: _propTypes2.default.string.isRequired,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  width: _propTypes2.default.string.isRequired\n} : {};\nexports.default = InkBar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _context$muiTheme =
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context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      table = _context$muiTheme.table;\n  return {\n    root: {\n      backgroundColor: table.backgroundColor,\n      width: '100%',\n      borderCollapse: 'collapse',\n      borderSpacing: 0,\n      tableLayout: 'fixed',\n      fontFamily: baseTheme.fontFamily\n    },\n  bodyTable: {\n      height: props.fixedHeader || props.fixedFooter ? props.height : 'auto',\n      overflowX: 'hidden',\n    overflowY: 'auto'\n    },\n    tableWrapper: {\n      height: props.fixedHeader || props.fixedFooter ? 'auto' : props.height,\n
    overflow: 'auto'\n    }\n  };\n}\n\nvar Table = function (_Component) {\n  (0, _inherits3.default)(Table, _Component);\n\n  function Table() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Table);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Table.__proto__ || (0, _getPrototypeOf2.default)(Table)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      allRowsSelected: false\n    }, _this.onCellClick = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellClick) _this.props.onCellClick(rowNumber, columnNumber, event);\n    }, _this.onCellHover = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHover) _this.props.onCellHover(rowNumber, columnNumber, event);\n    }, _this.onCellHoverExit = function
 (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHoverExit) _this.props.onCellHoverExit(rowNumber, columnNumber, event);\n    }, _this.onRowHover = function (rowNumber) {\n      if (_this.props.onRowHover) _this.props.onRowHover(rowNumber);\n    }, _this.onRowHoverExit = function (rowNumber) {\n      if (_this.props.onRowHoverExit) _this.props.onRowHoverExit(rowNumber);\n    }, _this.onRowSelection = function (selectedRows) {\n      if (_this.state.allRowsSelected) {\n        _this.setState({\n          allRowsSelected: false\n        });\n      }\n\n      if (_this.props.onRowSelection) {\n        _this.props.onRowSelection(selectedRows);\n      }\n    }, _this.onSelectAll = function () {\n      if (_this.props.onRowSelection) {\n        if (!_this.state.allRowsSelected) {\n          _this.props.onRowSelection('all');\n        } else {\n          _this.props.onRowSelection('none');\n        }\n      }\n\n      _this.setState({\n        allRowsSelected: !_this.state.allRowsSelected\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Table, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      if (this.props.allRowsSelected) {\n        this.setState({\n          allRowsSelected: true\n        });\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.props.allRowsSelected !== nextProps.allRowsSelected) {\n        this.setState({\n          allRowsSelected: nextProps.allRowsSelected\n        });\n      }\n    }\n  }, {\n    key: 'isScrollbarVisible',\n    value: function isScrollbarVisible() {\n      var tableDivHeight = this.refs.tableDiv.clientHeight;\n      var tableBodyHeight = this.refs.tableBody.clientHeight;\n      return tableBodyHeight > tableDivHeight;\n    }\n  }, {\n    key: 'createTableHeader',\n    value: function createTableHeader(base) {\n      return
 _react2.default.cloneElement(base, {\n        enableSelectAll: base.props.enableSelectAll && this.props.selectable && this.props.multiSelectable,\n        onSelectAll: this.onSelectAll,\n        selectAllSelected: this.state.allRowsSelected\n      });\n    }\n  }, {\n    key: 'createTableBody',\n    value: function createTableBody(base) {\n      return _react2.default.cloneElement(base, {\n        allRowsSelected: this.state.allRowsSelected,\n        multiSelectable: this.props.multiSelectable,\n        onCellClick: this.onCellClick,\n
    onCellHover: this.onCellHover,\n        onCellHoverExit: this.onCellHoverExit,\n        onRowHover: this.onRowHover,\n        onRowHoverExit: this.onRowHoverExit,\n        onRowSelection: this.onRowSelection,\n
  selectable: this.props.selectable\n      });\n    }\n  }, {\n    key: 'createTableFooter',\n    value: function createTableFooter(base) {\n      return base;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n
  var _this2 = this;\n\n      var _props = this.props,\n          children = _props.children,\n          className = _props.className,\n          fixedFooter = _props.fixedFooter,\n          fixedHeader = _props.fixedHeader,\n          style = _props.style,\n          wrapperStyle = _props.wrapperStyle,\n          headerStyle = _props.headerStyle,\n          bodyStyle = _props.bodyStyle,\n          footerStyle = _props.footerStyle;\n      var prepareStyles =
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this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var tHead = void 0;\n var tFoot = void 0;\n var tBody = void 0;\n\n _react2.default.Children.forEach(children, function (child) {\n if (!_react2.default.isValidElement(child)) return;\n var muiName = child.type.muiName;\n\n if (muiName === 'TableBody') {\n tBody = _this2.createTableBody(child);\n } else if (muiName === 'TableHeader') {\n tHead = _this2.createTableHeader(child);\n } else if (muiName === 'TableFooter') {\n tFoot = _this2.createTableFooter(child);\n } else {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Children of the Table component must be TableBody or TableHeader or TableFooter.\\n Nothing is rendered.') : void 0;\n }\n }); // If we could not find a table-header and a table-body, do not attempt to display anything.\n\n\n if (!tBody && !tHead) return null;\n var mergedTableStyle = (0, _simpleAssign2.default)(styles.root, style);\n var headerTable = void 0;\n var footerTable = void 0;\n var inlineHeader = void 0;\n var inlineFooter = void 0;\n\n\n if (fixedHeader) {\n headerTable = _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, headerStyle))\n }, _react2.default.createElement('table', {\n className: className,\n style: mergedTableStyle\n }, tHead));\n } else {\n inlineHeader = tHead;\n }\n\n if (tFoot !== undefined) {\n if (fixedFooter) {\n footerTable = _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, footerStyle))\n }, _react2.default.createElement('table', {\n className: className,\n style: prepareStyles(mergedTableStyle)\n }, tFoot));\n } else {\n inlineFooter = tFoot;\n }\n }\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.tableWrapper, wrapperStyle))\n }, headerTable, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.bodyTable, bodyStyle)),\n ref: 'tableDiv'\n }, _react2.default.createElement('table', {\n className: className,\n style: mergedTableStyle,\n ref: 'tableBody'\n }, inlineHeader, inlineFooter, tBody)), footerTable);\n }\n]);\n return Table;\n}(_react.Component);\n\nTable.defaultProps = {\n allRowsSelected: false,\n fixedFooter: true,\n fixedHeader: true,\n height: 'inherit',\n multiSelectable: false,\n selectable: true\n};\nTable.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTable.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Set to true to indicate that all rows should be selected.\n */\n allRowsSelected: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the body's table element.\n */\n bodyStyle: _propTypes2.default.object,\n\n /**\n * Children passed to table.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * If true, the footer will appear fixed below the table.\n * The default value is true.\n */\n fixedFooter: _propTypes2.default.bool,\n\n /**\n * If true, the header will appear fixed above the table.\n * The default value is true.\n */\n fixedHeader: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the footer's table element.\n */\n footerStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the header's table element.\n */\n headerStyle: _propTypes2.default.object,\n\n /**\n * The height of the table.\n */\n height: _propTypes2.default.string,\n\n /**\n * If true, multiple table rows can be selected.\n * CTRL/CMD+Click and SHIFT+Click are valid actions.\n * The default value is false.\n */\n multiSelectable: _propTypes2.default.bool,\n\n /**\n * Called when a row cell is clicked.\n * rowNumber is the row number and columnId is\n * the column number or the column key.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * Called when a table cell is hovered.\n * rowNumber is the row number of the hovered row\n * and columnId is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * Called when a table row is no longer hovered.\n * rowNumber is the row number of the row that is no longer hovered.\n */\n

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onRowHoverExit: _propTypes2.default.func,\n\n  /**\n   * Called when a row is selected.\n   * selectedRows is an array of all row selections.\n   * IF all rows have been selected, the string \"all\"\n   * will be returned instead to indicate that all rows have been selected.\n   */\n  onRowSelection: _propTypes2.default.func,\n\n  /**\n   * If true, table
 rows can be selected.\n   * If multiple row selection is desired, enable multiSelectable.\n   * The default value is true.\n   */\n  selectable: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the table's wrapper element.\n   */\n  wrapperStyle: _propTypes2.default.object\n} : {};\nexports.default = Table;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2
 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TimePickerDialog = require('./TimePickerDialog');\n\nvar _TimePickerDialog2 = _interopRequireDefault(_TimePickerDialog);\n\nvar _TextField =
 require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar emptyTime = new Date();\nemptyTime.setHours(0);\nemptyTime.setMinutes(0);\nemptyTime.setSeconds(0);\nemptyTime.setMilliseconds(0);\n\nvar TimePicker = function (_Component) {\n  (0, _inherits3.default)(TimePicker, _Component);\n\n  function TimePicker() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TimePicker);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePicker.__proto__ || (0, _getPrototypeOf2.default)(TimePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      time: null,\n      dialogTime:
 new Date()\n    }, _this.handleAcceptDialog = function (time) {\n      _this.setState({\n        time: time\n      });\n\n      if (_this.props.onChange) _this.props.onChange(null, time);\n    }, _this.handleFocusInput = function (event) {\n      event.target.blur();\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _this.handleClickInput = function (event) {\n      event.preventDefault();\n\n      if (!_this.props.disabled) {\n        _this.openDialog();\n      }\n\n      if (_this.props.onClick) {\n        _this.props.onClick(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TimePicker, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        time: this.isControlled() ? this.getControlledTime() : this.props.defaultTime\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps)
 {\n      if (nextProps.value !== this.props.value) {\n        this.setState({\n          time: this.getControlledTime(nextProps)\n        });\n      }\n    }\n    /**\n     * Alias for `openDialog()` for an api consistent with TextField.\n     */\n\n  }, {\n    key: 'focus',\n    value: function focus() {\n      this.openDialog();\n    }\n  }, {\n
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key: 'openDialog',\n value: function openDialog() {\n this.setState({\n dialogTime: this.state.time\n });\n this.refs.dialogWindow.show();\n }\n }, {\n key: 'isControlled',\n value: function isControlled() {\n return this.props.value !== null;\n }\n }, {\n key: 'getControlledTime',\n value: function getControlledTime() {\n var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n var result = null;\n\n if (props.value instanceof Date) {\n result = props.value;\n }\n\n return result;\n }\n }, {\n
key: 'render',\n value: function render() {\n var _props = this.props,\n autoOk = _props.autoOk,\n cancelLabel = _props.cancelLabel,\n defaultTime = _props.defaultTime,\n dialogBodyStyle = _props.dialogBodyStyle,\n dialogStyle = _props.dialogStyle,\n format = _props.format,\n okLabel = _props.okLabel,\n onFocus = _props.onFocus,\n onClick = _props.onClick,\n onShow = _props.onShow,\n onDismiss = _props.onDismiss,\n pedantic = _props.pedantic,\n style = _props.style,\n textFieldStyle = _props.textFieldStyle,\n minutesStep = _props.minutesStep,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoOk', 'cancelLabel', 'defaultTime', 'dialogBodyStyle', 'dialogStyle', 'format', 'okLabel', 'onFocus', 'onClick', 'onShow', 'onDismiss', 'pedantic', 'style', 'textFieldStyle', 'minutesStep']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n
var time = this.state.time;\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n style: textFieldStyle,\n ref: 'input',\n value: time === emptyTime ? null : (0, _timeUtils.formatTime)(time, format, pedantic),\n onFocus: this.handleFocusInput,\n onClick: this.handleClickInput\n })), _react2.default.createElement(_TimePickerDialog2.default, {\n ref: 'dialogWindow',\n bodyStyle: dialogBodyStyle,\n initialTime: this.state.dialogTime,\n onAccept: this.handleAcceptDialog,\n onShow: onShow,\n onDismiss: onDismiss,\n format: format,\n okLabel: okLabel,\n cancelLabel: cancelLabel,\n autoOk: autoOk,\n style: dialogStyle,\n minutesStep: minutesStep\n }));\n }\n }]);\n
return TimePicker;\n}(_react.Component);\n\nTimePicker.defaultProps = {\n autoOk: false,\n cancelLabel: 'Cancel',\n defaultTime: null,\n disabled: false,\n format: 'ampm',\n okLabel: 'OK',\n pedantic: false,\n style: {},\n value: null,\n minutesStep: 1\n};\nTimePicker.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nTimePicker.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, automatically accept and close the picker on set minutes.\n */\n autoOk: _propTypes2.default.bool,\n\n /**\n * Override the label of the 'Cancel' button.\n */\n cancelLabel: _propTypes2.default.node,\n\n /**\n * The initial time value of the TimePicker.\n */\n defaultTime: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of TimePickerDialog's body element.\n */\n dialogBodyStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of TimePickerDialog's root element.\n */\n dialogStyle: _propTypes2.default.object,\n\n
/**\n * If true, the TimePicker is disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Tells the component to display the picker in `ampm` (12hr) format or `24hr` format.\n */\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n\n /**\n * How many minutes should be added/subtracted when moving the clock pointer.\n */\n minutesStep: _propTypes2.default.number,\n\n /**\n * Override the label of the 'OK' button.\n */\n okLabel: _propTypes2.default.node,\n\n /**\n * Callback function that is fired when the time value changes. The time value is passed in a Date Object.\n * Since there is no particular event associated with the change the first argument will always be null\n * and the second argument will be the new Date instance.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker is tapped or clicked.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the TimePicker dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker dialog is shown.\n */\n onShow: _propTypes2.default.func,\n\n /**\n * If true, uses (\"noon\" / \"midnight\") instead of (\"12 a.m.\" / \"12 p.m.\").\n *\n * It's technically more correct to refer to \"12 noon\" and \"12 midnight\" rather than \"12 a.m.\" and

\"12 p.m.\"\n * and it avoids confusion between different locales. By default (for compatibility reasons) TimePicker uses\n * (\"12 a.m.\" / \"12 p.m.\").\n */\n pedantic: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of TimePicker's TextField element.\n */\n textFieldStyle: _propTypes2.default.object,\n\n /**\n * Sets the time for the Time Picker programmatically.\n */\n value: _propTypes2.default.object\n} : {};\nexports.default = TimePicker;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _Clock = require('./Clock');\n\nvar _Clock2 = _interopRequireDefault(_Clock);\n\nvar _Dialog = require('../Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar TimePickerDialog = function (_Component) {\n (0, _inherits3.default)(TimePickerDialog, _Component);\n\n function TimePickerDialog() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TimePickerDialog);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePickerDialog.__proto__ || (0, _getPrototypeOf2.default)(TimePickerDialog)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open: false\n }, _this.handleRequestClose = function () {\n _this.dismiss();\n }, _this.handleClickCancel = function () {\n _this.dismiss();\n }, _this.handleClickOK = function () {\n if (_this.props.onAccept) {\n _this.props.onAccept(_this.refs.clock.getSelectedTime());\n }\n\n _this.setState({\n open: false\n });\n }, _this.handleKeyUp = function (event) {\n switch ((0, _keycode2.default)(event)) {\n case 'enter':\n _this.handleClickOK();\n\n break;\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TimePickerDialog, [{\n key: 'show',\n value: function show() {\n if (this.props.onShow && !this.state.open) this.props.onShow();\n this.setState({\n open: true\n });\n }\n }, {\n key: 'dismiss',\n value: function dismiss() {\n if (this.props.onDismiss && this.state.open) this.props.onDismiss();\n this.setState({\n open: false\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n bodyStyle = _props.bodyStyle,\n initialTime = _props.initialTime,\n onAccept = _props.onAccept,\n format = _props.format,\n autoOk = _props.autoOk,\n okLabel = _props.okLabel,\n cancelLabel = _props.cancelLabel,\n style = _props.style,\n minutesStep = _props.minutesStep,\n other = (0, _objectWithoutProperties3.default)(_props, ['bodyStyle', 'initialTime', 'onAccept', 'format', 'autoOk', 'okLabel', 'cancelLabel', 'style', 'minutesStep']);\n var styles = {\n root: {\n fontSize: 14,\n color:

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this.context.muiTheme.timePicker.clockColor\n    },\n    dialogContent: {\n      width: 280\n    },\n
body: {\n      padding: 0\n    }\n  };\n  var actions = [_react2.default.createElement(_FlatButton2.default,
{\n      key: 0,\n      label: cancelLabel,\n      primary: true,\n      onClick: this.handleClickCancel\n    }),
_react2.default.createElement(_FlatButton2.default,
 {\n      key: 1,\n      label: okLabel,\n      primary: true,\n      onClick: this.handleClickOK\n    })];\n  var
onClockChangeMinutes = autoOk === true ? this.handleClickOK : undefined;\n  var open = this.state.open;\n
return _react2.default.createElement(_Dialog2.default, (0, _extends3.default)({}, other, {\n      style: (0,
_simpleAssign2.default)(styles.root, style),\n      bodyStyle: (0, _simpleAssign2.default)(styles.body, bodyStyle),\n
    actions: actions,\n      contentStyle: styles.dialogContent,\n      repositionOnUpdate: false,\n      open: open,\n
   onRequestClose: this.handleRequestClose\n    }), open &&
_react2.default.createElement(_reactEventListener2.default, {\n      target: 'window',\n      onKeyUp:
this.handleKeyUp\n    }), open && _react2.default.createElement(_Clock2.default, {\n      ref: 'clock',\n
format: format,\n      initialTime: initialTime,\n      onChangeMinutes: onClockChangeMinutes,\n
      minutesStep: minutesStep\n    }));\n  }\n  }]);\n  return
TimePickerDialog;\n}(_react.Component);\n\nTimePickerDialog.defaultProps = {\n  okLabel: 'OK',\n  cancelLabel:
'Cancel'\n};\nTimePickerDialog.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTimePickerDialog.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  autoOk: _propTypes2.default.bool,\n  bodyStyle: _propTypes2.default.object,\n  cancelLabel:
_propTypes2.default.node,\n  format: _propTypes2.default.oneOf(['ampm', '24hr']),\n  initialTime:
_propTypes2.default.object,\n  minutesStep: _propTypes2.default.number,\n  okLabel: _propTypes2.default.node,\n
onAccept: _propTypes2.default.func,\n  onDismiss: _propTypes2.default.func,\n  onShow:
_propTypes2.default.func,\n  style: _propTypes2.default.object\n} : {};\nexports.default = TimePickerDialog;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
 _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TimeDisplay = require('./TimeDisplay');\n\nvar
_TimeDisplay2 = _interopRequireDefault(_TimeDisplay);\n\nvar _ClockHours = require('./ClockHours');\n\nvar
 _ClockHours2 = _interopRequireDefault(_ClockHours);\n\nvar _ClockMinutes = require('./ClockMinutes');\n\nvar
_ClockMinutes2 = _interopRequireDefault(_ClockMinutes);\n\nfunction _interopRequireDefault(obj) {\n  return
obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar Clock = function (_Component) {\n  (0,
_inherits3.default)(Clock, _Component);\n\n  function Clock() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, Clock);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key <
_len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = Clock.__proto__ || (0,
_getPrototypeOf2.default)(Clock)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      selectedTime:
null,\n      mode: 'hour'\n    }, _this.setMode = function (mode) {\n      setTimeout(function () {\n
_this.setState({\n
        mode: mode\n      });\n    }, 100);\n  }, _this.handleSelectAffix = function (affix) {\n    if (affix ===
_this.getAffix()) return;\n\n    var hours = _this.state.selectedTime.getHours();\n\n    if (affix === 'am') {\n
_this.handleChangeHours(hours - 12, affix);\n\n      return;\n    }\n\n    _this.handleChangeHours(hours + 12,
affix);\n  }, _this.handleChangeHours = function (hours, finished) {\n    var time = new
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Date(_this.state.selectedTime);\n      var affix = void 0;\n\n      if (typeof finished === 'string') {\n        affix = finished;\n        finished = undefined;\n      }\n\n      if (!affix) {\n        affix = _this.getAffix();\n      }\n\n      if (affix === 'pm' && hours < 12) {\n        hours += 12;\n      }\n\n      time.setHours(hours);\n\n      _this.setState({\n selectedTime: time\n      });\n\n      if (finished) {\n        setTimeout(function () {\n          _this.setState({\n mode: 'minute'\n
        });\n\n          var onChangeHours = _this.props.onChangeHours;\n\n          if (onChangeHours) {\n onChangeHours(time);\n          }\n        }, 100);\n      }\n    }, _this.handleChangeMinutes = function (minutes, finished) {\n      var time = new Date(_this.state.selectedTime);\n      time.setMinutes(minutes);\n\n _this.setState({\n        selectedTime: time\n      });\n\n      var onChangeMinutes = _this.props.onChangeMinutes;\n\n
    if (onChangeMinutes && finished) {\n        setTimeout(function () {\n          onChangeMinutes(time);\n        }, 0);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Clock, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n var selectedTime = this.props.initialTime || new Date();\n      var minutes = selectedTime.getMinutes();\n selectedTime.setMinutes(minutes - minutes % this.props.minutesStep);\n      this.setState({\n
        selectedTime: selectedTime\n      });\n    }\n  }, {\n    key: 'getAffix',\n    value: function getAffix() {\n      if (this.props.format !== 'ampm') return '';\n      var hours = this.state.selectedTime.getHours();\n\n      if (hours < 12) {\n        return 'am';\n      }\n\n      return 'pm';\n    }\n  }, {\n    key: 'getSelectedTime',\n    value: function getSelectedTime() {\n      return this.state.selectedTime;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var clock = null;\n      var _context$muiTheme = this.context.muiTheme,\n          prepareStyles = _context$muiTheme.prepareStyles,\n          timePicker = _context$muiTheme.timePicker;\n      var styles = {\n root: {\n          userSelect: 'none'\n        },\n        container: {\n          height: 280,\n          padding: 10,\n position: 'relative',\n          boxSizing: 'content-box'\n        },\n        circle: {\n          position: 'absolute',\n          top: 20,\n
      width: 260,\n          height: 260,\n          borderRadius: '100%',\n          backgroundColor: timePicker.clockCircleColor\n        }\n      };\n\n      if (this.state.mode === 'hour') {\n        clock = _react2.default.createElement(_ClockHours2.default, {\n          key: 'hours',\n          format: this.props.format,\n onChange: this.handleChangeHours,\n          initialHours: this.state.selectedTime.getHours()\n        });\n      } else {\n        clock = _react2.default.createElement(_ClockMinutes2.default, {\n          key: 'minutes',\n          onChange: this.handleChangeMinutes,\n          initialMinutes: this.state.selectedTime.getMinutes(),\n          step: this.props.minutesStep\n        });\n      }\n\n      return _react2.default.createElement('div', {\n        style: prepareStyles(styles.root)\n      }, _react2.default.createElement(_TimeDisplay2.default, {\n        selectedTime: this.state.selectedTime,\n        mode: this.state.mode,\n        format: this.props.format,\n
        affix: this.getAffix(),\n        onSelectAffix: this.handleSelectAffix,\n        onSelectHour: this.setMode.bind(this, 'hour'),\n        onSelectMin: this.setMode.bind(this, 'minute')\n      }), _react2.default.createElement('div', {\n style: prepareStyles(styles.container)\n      }, _react2.default.createElement('div', {\n        style: prepareStyles(styles.circle)\n      }), clock));\n    }\n  }]);\n  return Clock;\n}(_react.Component);\n\nClock.defaultProps = {\n  initialTime: new Date()\n};\nClock.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClock.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  format: _propTypes2.default.oneOf(['ampm', '24hr']),\n  initialTime: _propTypes2.default.object,\n  minutesStep: _propTypes2.default.number,\n  onChangeHours: _propTypes2.default.func,\n  onChangeMinutes: _propTypes2.default.func\n} : {};\nexports.default = Clock;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\",
 {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar TimeDisplay = function (_Component) {\n  (0, _inherits3.default)(TimeDisplay, _Component);\n\n  function TimeDisplay() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TimeDisplay);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimeDisplay.__proto__ || (0, _getPrototypeOf2.default)(TimeDisplay)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      transitionDirection: 'up'\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TimeDisplay, [{\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.selectedTime !== this.props.selectedTime) {\n        var direction = nextProps.selectedTime > this.props.selectedTime ? 'up' : 'down';\n        this.setState({\n          transitionDirection: direction\n        });\n      }\n    }\n  }, {\n    key: 'sanitizeTime',\n    value: function sanitizeTime() {\n      var hour = this.props.selectedTime.getHours();\n      var min = this.props.selectedTime.getMinutes().toString();\n\n      if (this.props.format === 'ampm') {\n        hour %= 12;\n        hour = hour || 12;\n      }\n\n      hour = hour.toString();\n      if (hour.length < 2) hour = '0' + hour;\n      if (min.length < 2) min = '0' + min;\n      return [hour, min];\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          affix = _props.affix,\n          format = _props.format,\n          mode = _props.mode,\n          onSelectAffix = _props.onSelectAffix,\n          onSelectHour = _props.onSelectHour,\n          onSelectMin = _props.onSelectMin,\n          selectedTime = _props.selectedTime,\n          other = (0, _objectWithoutProperties3.default)(_props, ['affix', 'format', 'mode', 'onSelectAffix', 'onSelectHour', 'onSelectMin', 'selectedTime']);\n      var _context$muiTheme = this.context.muiTheme,\n          prepareStyles = _context$muiTheme.prepareStyles,\n          timePicker = _context$muiTheme.timePicker;\n      var styles = {\n        root: {\n          padding: '14px 0',\n          borderTopLeftRadius: 2,\n          borderTopRightRadius: 2,\n          backgroundColor: timePicker.headerColor,\n          color: timePicker.textColor\n        },\n        text: {\n          margin: '6px 0',\n          lineHeight: '58px',\n          height: 58,\n          fontSize: 58,\n          display: 'flex',\n          justifyContent: 'center',\n          alignItems: 'baseline'\n        },\n        time: {\n          margin: '0 10px'\n        },\n        affix: {\n          flex: 1,\n          position: 'relative',\n          lineHeight: '17px',\n          height: 17,\n          fontSize: 17\n        },\n        affixTop: {\n          position: 'absolute',\n          top: -20,\n          left: 0\n        },\n        clickable: {\n          cursor: 'pointer'\n        },\n        inactive: {\n          opacity: 0.7\n        }\n      };\n\n      var _sanitizeTime = this.sanitizeTime(),\n          _sanitizeTime2 = (0, _slicedToArray3.default)(_sanitizeTime, 2),\n          hour = _sanitizeTime2[0],\n          min = _sanitizeTime2[1];\n\n      var buttons = [];\n\n      if (format === 'ampm') {\n        buttons = [_react2.default.createElement('div', {\n          key: 'pm',\n          style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, affix === 'pm' ? {} : styles.inactive)),\n          onClick: function onClick() {\n            return onSelectAffix('pm');\n          }\n        }, 'PM'), _react2.default.createElement('div', {\n          key: 'am',\n          style: prepareStyles((0, _simpleAssign2.default)({}, styles.affixTop, styles.clickable, affix === 'am' ? {} : styles.inactive)),\n          onClick: function onClick() {\n            return onSelectAffix('am');\n          }\n        }, 'AM')];\n      }\n\n      return _react2.default.createElement('div', (0,
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_extends3.default)({}, other, {\n        style: prepareStyles(styles.root)\n      }), _react2.default.createElement('div', {\n        style: prepareStyles(styles.text)\n      }, _react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.affix))\n      }), _react2.default.createElement('div', {\n        style: prepareStyles(styles.time)\n      }, _react2.default.createElement('span', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, mode === 'hour' ? {} : styles.inactive)),\n        onClick: onSelectHour\n      }, hour), _react2.default.createElement('span', null, ':'), _react2.default.createElement('span', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, mode === 'minute' ? {} : styles.inactive)),\n        onClick: onSelectMin\n      }, min)), _react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.affix))\n      }, buttons)));\n    }\n  }]);\n  return TimeDisplay;\n}(_react.Component);\n\nTimeDisplay.defaultProps = {\n  affix: '',\n  mode: 'hour'\n};\nTimeDisplay.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nTimeDisplay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  affix: _propTypes2.default.oneOf(['', 'pm', 'am']),\n  format: _propTypes2.default.oneOf(['ampm', '24hr']),\n  mode: _propTypes2.default.oneOf(['hour', 'minute']),\n  onSelectAffix: _propTypes2.default.func,\n  onSelectHour: _propTypes2.default.func,\n  onSelectMin: _propTypes2.default.func,\n  selectedTime: _propTypes2.default.object.isRequired\n} : {};\nexports.default = TimeDisplay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _ClockNumber = require('./ClockNumber');\n\nvar _ClockNumber2 = _interopRequireDefault(_ClockNumber);\n\nvar _ClockPointer = require('./ClockPointer');\n\nvar _ClockPointer2 = _interopRequireDefault(_ClockPointer);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar ClockHours = function (_Component) {\n  (0, _inherits3.default)(ClockHours, _Component);\n\n  function ClockHours() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, ClockHours);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockHours.__proto__ || (0, _getPrototypeOf2.default)(ClockHours)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function (event) {\n      event.preventDefault();\n\n      _this.setClock(event.nativeEvent, true);\n    }, _this.handleMove = function (event) {\n      event.preventDefault();\n      if (_this.isMousePressed(event) !== 1) return;\n\n      _this.setClock(event.nativeEvent, false);\n    }, _this.handleTouchMove = function (event) {\n      event.preventDefault();\n\n      _this.setClock(event.changedTouches[0], false);\n    }, _this.handleTouchEnd = function (event) {\n      event.preventDefault();\n\n      _this.setClock(event.changedTouches[0], true);\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ClockHours, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      var clockElement = _reactDom2.default.findDOMNode(this.refs.mask);\n\n      this.center = {\n        x: clockElement.offsetWidth / 2,\n        y: clockElement.offsetHeight / 2\n      };\n      this.basePoint = {\n        x: this.center.x,\n        y: 0\n      };\n    }\n  }, {\n    key: 'isMousePressed',\n    value: function isMousePressed(event) {\n      if (typeof event.buttons === 'undefined') {\n        return
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event.nativeEvent.which;\n }\n\n return event.buttons;\n }\n }, {\n key: 'setClock',\n value: function setClock(event, finish) {\n if (typeof event.offsetX === 'undefined') {\n var offset = (0, _timeUtils.getTouchEventOffsetValues)(event);\n event.offsetX = offset.offsetX;\n event.offsetY = offset.offsetY;\n }\n\n var hours = this.getHours(event.offsetX, event.offsetY);\n this.props.onChange(hours, finish);\n }\n }, {\n key: 'getHours',\n value: function getHours(offsetX, offsetY) {\n var step = 30;\n var x = offsetX - this.center.x;\n var y = offsetY - this.center.y;\n var cx = this.basePoint.x - this.center.x;\n var cy = this.basePoint.y - this.center.y;\n var atan = Math.atan2(cx, cy) - Math.atan2(x, y);\n var deg = (0, _timeUtils.rad2deg)(atan);\n deg = Math.round(deg / step) * step;\n deg %= 360;\n var value = Math.floor(deg / step) || 0;\n var delta = Math.pow(x, 2) + Math.pow(y, 2);\n var distance = Math.sqrt(delta);\n value = value || 12;\n\n if (this.props.format === '24hr') {\n if (distance < 90) {\n value += 12;\n value %= 24;\n }\n } else {\n value %= 12;\n }\n\n return value;\n }\n }, {\n key: 'getSelected',\n value: function getSelected() {\n var hour = this.props.initialHours;\n\n if (this.props.format === 'ampm') {\n hour %= 12;\n hour = hour || 12;\n }\n\n return hour;\n }\n }, {\n key: 'getHourNumbers',\n value: function getHourNumbers() {\n var _this2 = this;\n\n var style = {\n pointerEvents: 'none'\n };\n var hourSize = this.props.format === 'ampm' ? 12 : 24;\n var hours = [];\n\n for (var i = 1; i <= hourSize; i++) {\n hours.push(i % 24);\n }\n\n return hours.map(function (hour) {\n var isSelected = _this2.getSelected() === hour;\n return _react2.default.createElement(_ClockNumber2.default, {\n key: hour,\n style: style,\n isSelected: isSelected,\n type: 'hour',\n value: hour\n });\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var styles = {\n root: {\n height: '100%',\n width: '100%',\n borderRadius: '100%',\n position: 'relative',\n pointerEvents: 'none',\n boxSizing: 'border-box'\n },\n hitMask: {\n height: '100%',\n width: '100%',\n pointerEvents: 'auto'\n }\n };\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var hours = this.getSelected();\n var numbers = this.getHourNumbers();\n return _react2.default.createElement('div', {\n ref: 'clock',\n style: prepareStyles(styles.root)\n }, _react2.default.createElement(_ClockPointer2.default, {\n hasSelected: true,\n value: hours,\n type: 'hour'\n }), numbers, _react2.default.createElement('div', {\n ref: 'mask',\n style: prepareStyles(styles.hitMask),\n onTouchMove: this.handleTouchMove,\n onTouchEnd: this.handleTouchEnd,\n onMouseUp: this.handleUp,\n onMouseMove: this.handleMove\n }));\n }\n }]);\n return ClockHours;\n}(_react.Component);\n\nClockHours.defaultProps = {\n initialHours: new Date().getHours(),\n onChange: function onChange() {},\n format: 'ampm'\n};\nClockHours.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockHours.propTypes = process.env.NODE_ENV !== \"production\" ? {\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n initialHours: _propTypes2.default.number,\n onChange: _propTypes2.default.func\n} : {};\nexports.default = ClockHours;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _ClockNumber = require('./ClockNumber');\n\nvar _ClockNumber2 = _interopRequireDefault(_ClockNumber);\n\nvar _ClockPointer = require('./ClockPointer');\n\nvar _ClockPointer2 = _interopRequireDefault(_ClockPointer);\n\nvar _timeUtils =

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require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n  default: obj\n  };\n}\n\nvar ClockMinutes = function (_Component) {\n  (0, _inherits3.default)(ClockMinutes,
  _Component);\n\n  function ClockMinutes() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, ClockMinutes);\n\n    for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = ClockMinutes.__proto__ || (0,
_getPrototypeOf2.default)(ClockMinutes)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function
(event) {\n      event.preventDefault();\n\n      _this.setClock(event.nativeEvent, true);\n    }, _this.handleMove =
function (event) {\n      event.preventDefault();\n\n      if (_this.isMousePressed(event) !== 1) {\n        return;\n
}\n\n      _this.setClock(event.nativeEvent, false);\n    }, _this.handleTouch = function (event) {\n
event.preventDefault();\n\n      _this.setClock(event.changedTouches[0], event.type === 'touchend');\n    }, _temp),
  (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ClockMinutes, [{\n    key:
'componentDidMount',\n    value: function componentDidMount() {\n      var clockElement = this.refs.mask;\n
this.center = {\n        x: clockElement.offsetWidth / 2,\n        y: clockElement.offsetHeight / 2\n      };\n
this.basePoint = {\n        x: this.center.x,\n        y: 0\n      };\n    }\n  }, {\n    key: 'isMousePressed',\n    value:
function isMousePressed(event) {\n      if (typeof event.buttons === 'undefined') {\n        return
event.nativeEvent.which;\n      }\n\n      return event.buttons;\n    }\n  }, {\n    key: 'setClock',\n    value: function
setClock(event, finish) {\n      if (typeof event.offsetX === 'undefined') {\n        var offset = (0,
_timeUtils.getTouchEventOffsetValues)(event);\n        event.offsetX = offset.offsetX;\n        event.offsetY =
offset.offsetY;\n      }\n\n      var minutes = this.getMinutes(event.offsetX, event.offsetY);\n
    this.props.onChange(minutes, finish);\n    }\n  }, {\n    key: 'getMinutes',\n    value: function getMinutes(offsetX,
offsetY) {\n      var step = 6 * this.props.step;\n      var x = offsetX - this.center.x;\n      var y = offsetY -
this.center.y;\n      var cx = this.basePoint.x - this.center.x;\n      var cy = this.basePoint.y - this.center.y;\n      var
atan = Math.atan2(cx, cy) - Math.atan2(x, y);\n      var deg = (0, _timeUtils.rad2deg)(atan);\n      deg =
Math.round(deg / step) * step;\n      deg %= 360;\n      var value = Math.floor(deg / step) || 0;\n      return value *
this.props.step;\n    }\n  }, {\n    key: 'getMinuteNumbers',\n    value: function getMinuteNumbers() {\n      var
minutes = [];\n\n      for (var i = 0; i < 12; i++) {\n        minutes.push(i * 5);\n      }\n\n      var selectedMinutes =
this.props.initialMinutes;\n      var hasSelected = false;\n      var numbers = minutes.map(function (minute) {\n
var isSelected = selectedMinutes ===
  minute;\n\n        if (isSelected) {\n          hasSelected = true;\n        }\n\n        return
_react2.default.createElement(_ClockNumber2.default, {\n          key: minute,\n          isSelected: isSelected,\n
type: 'minute',\n          value: minute\n        });\n      });\n      return {\n        numbers: numbers,\n        hasSelected:
hasSelected,\n        selected: selectedMinutes\n      };\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n
var styles = {\n        root: {\n          height: '100%',\n          width: '100%',\n          borderRadius: '100%',\n
position: 'relative',\n          pointerEvents: 'none',\n          boxSizing: 'border-box'\n        },\n        hitMask: {\n
height: '100%',\n          width: '100%',\n          pointerEvents: 'auto'\n        }\n      };\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var minutes = this.getMinuteNumbers();\n      return
_react2.default.createElement('div',
  {\n        ref: 'clock',\n        style: prepareStyles(styles.root)\n      },
_react2.default.createElement(_ClockPointer2.default, {\n        value: minutes.selected,\n        type: 'minute',\n
hasSelected: minutes.hasSelected\n      }), minutes.numbers, _react2.default.createElement('div', {\n        ref:
'mask',\n        style: prepareStyles(styles.hitMask),\n        onTouchMove: this.handleTouch,\n        onTouchEnd:
this.handleTouch,\n        onMouseUp: this.handleUp,\n        onMouseMove: this.handleMove\n      }));\n    }\n  }]);\n
return ClockMinutes;\n}(_react.Component);\n\nClockMinutes.defaultProps = {\n  initialMinutes: new
Date().getMinutes(),\n  onChange: function onChange() {},\n  step: 1\n};\nClockMinutes.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\nClockMinutes.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  initialMinutes: _propTypes2.default.number,\n  onChange: _propTypes2.default.func,\n  step:
_propTypes2.default.number\n}
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: {};\nexports.default = ClockMinutes;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _EnhancedSwitch = require('../internal/EnhancedSwitch');\n\nvar _EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var disabled = props.disabled,\n elementStyle = props.elementStyle,\n trackSwitchedStyle = props.trackSwitchedStyle,\n thumbSwitchedStyle = props.thumbSwitchedStyle,\n trackStyle = props.trackStyle,\n thumbStyle = props.thumbStyle,\n iconStyle = props.iconStyle,\n rippleStyle = props.rippleStyle,\n labelStyle = props.labelStyle;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n toggle = _context$muiTheme.toggle;\n var toggleSize = 20;\n var toggleTrackWidth = 36;\n var styles = {\n icon: {\n width: 36,\n padding: '4px 0px 6px 2px'\n },\n ripple: {\n top: -10,\n left: -10,\n color: state.switched ? toggle.thumbOnColor : baseTheme.palette.textColor\n },\n toggleElement: {\n width: toggleTrackWidth\n },\n track: {\n transition: _transitions2.default.easeOut(),\n width: '100%',\n height: 14,\n borderRadius: 30,\n backgroundColor: toggle.trackOffColor\n },\n thumb: {\n transition: _transitions2.default.easeOut(),\n position: 'absolute',\n top: 1,\n left: 0,\n width: toggleSize,\n height: toggleSize,\n lineHeight: '24px',\n borderRadius: '50%',\n backgroundColor: toggle.thumbOffColor\n },\n trackWhenSwitched: {\n backgroundColor: toggle.trackOnColor\n },\n thumbWhenSwitched: {\n backgroundColor: toggle.thumbOnColor,\n left: '100%'\n },\n trackWhenDisabled: {\n backgroundColor: toggle.trackDisabledColor\n },\n thumbWhenDisabled: {\n backgroundColor: toggle.thumbDisabledColor\n },\n label: {\n color: disabled ? toggle.labelDisabledColor : toggle.labelColor,\n width: 'calc(100% - ' + (toggleTrackWidth + 10) + 'px)'\n }\n };\n (0, _simpleAssign2.default)(styles.track, trackStyle, state.switched && styles.trackWhenSwitched, state.switched && trackSwitchedStyle, disabled && styles.trackWhenDisabled);\n (0, _simpleAssign2.default)(styles.thumb, thumbStyle, state.switched && styles.thumbWhenSwitched, state.switched && thumbSwitchedStyle, disabled && styles.thumbWhenDisabled);\n\n if (state.switched) {\n styles.thumb.marginLeft = 0 - styles.thumb.width;\n }\n\n (0, _simpleAssign2.default)(styles.icon, iconStyle);\n (0, _simpleAssign2.default)(styles.ripple, rippleStyle);\n (0, _simpleAssign2.default)(styles.label, labelStyle);\n (0, _simpleAssign2.default)(styles.toggleElement, elementStyle);\n return styles;\n}\n\nvar Toggle = function (_Component) {\n (0, _inherits3.default)(Toggle, _Component);\n\n function Toggle() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Toggle);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Toggle.__proto__ || (0,

_getPrototypeOf2.default)(Toggle)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n switched: false\n }, _this.handleStateChange = function
(newSwitched) {\n _this.setState({\n switched: newSwitched\n });\n }, _this.handleToggle = function
(event, isInputChecked) {\n if (_this.props.onToggle) {\n _this.props.onToggle(event, isInputChecked);\n
}\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Toggle,
[{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var _props = this.props,\n
toggled = _props.toggled,\n defaultToggled = _props.defaultToggled,\n valueLink =
_props.valueLink;\n\n if (toggled || defaultToggled || valueLink && valueLink.value) {\n this.setState({\n
switched: true\n });\n }\n }\n }, {\n key: 'isToggled',\n value: function isToggled() {\n return
this.refs.enhancedSwitch.isSwitched();\n }\n
}, {\n key: 'setToggled',\n value: function setToggled(newToggledValue) {\n
this.refs.enhancedSwitch.setSwitched(newToggledValue);\n }\n }, {\n key: 'render',\n value: function render()
{\n var _props2 = this.props,\n defaultToggled = _props2.defaultToggled,\n elementStyle =
_props2.elementStyle,\n onToggle = _props2.onToggle,\n trackSwitchedStyle =
_props2.trackSwitchedStyle,\n thumbSwitchedStyle = _props2.thumbSwitchedStyle,\n toggled =
_props2.toggled,\n other = (0, _objectWithoutProperties3.default)(_props2, ['defaultToggled', 'elementStyle',
'onToggle', 'trackSwitchedStyle', 'thumbSwitchedStyle', 'toggled']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n\n var
toggleElement = _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({},
styles.toggleElement))\n
}, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({},
styles.track))\n }), _react2.default.createElement(_Paper2.default, {\n style: styles.thumb,\n circle:
true,\n zDepth: 1\n }));\n\n var enhancedSwitchProps = {\n ref: 'enhancedSwitch',\n inputType:
'checkbox',\n switchElement: toggleElement,\n rippleStyle: styles.ripple,\n rippleColor:
styles.ripple.color,\n iconStyle: styles.icon,\n trackStyle: styles.track,\n thumbStyle: styles.thumb,\n
labelStyle: styles.label,\n switched: this.state.switched,\n onSwitch: this.handleToggle,\n
onParentShouldUpdate: this.handleStateChange,\n labelPosition: this.props.labelPosition\n };\n\n if
(this.props.hasOwnProperty('toggled')) {\n enhancedSwitchProps.checked = toggled;\n } else if
(this.props.hasOwnProperty('defaultToggled')) {\n enhancedSwitchProps.defaultChecked
= defaultToggled;\n }\n\n return _react2.default.createElement(_EnhancedSwitch2.default, (0,
_extends3.default)({}, other, enhancedSwitchProps));\n }\n }]);\n return
Toggle;\n}(_react.Component);\n\nToggle.defaultProps = {\n defaultToggled: false,\n disabled: false,\n
labelPosition: 'left'\n};\nToggle.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nToggle.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n * Determines whether the Toggle is initially turned on.\n * **Warning:** This cannot be used in
conjunction with `toggled`.\n * Decide between using a controlled or uncontrolled input element and remove one
of these props.\n * More info: https://fb.me/react-controlled-components\n */\n defaultToggled:
_propTypes2.default.bool,\n\n /**\n * Will disable the toggle if true.\n */\n disabled:
_propTypes2.default.bool,\n\n /**\n * Overrides the inline-styles of the Toggle element.\n
*/\n elementStyle: _propTypes2.default.object,\n\n /**\n * Overrides the inline-styles of the Icon element.\n
*/\n iconStyle: _propTypes2.default.object,\n\n /**\n * Overrides the inline-styles of the input element.\n */\n
inputStyle: _propTypes2.default.object,\n\n /**\n * Label for toggle.\n */\n label: _propTypes2.default.node,\n\n
/**\n * Where the label will be placed next to the toggle.\n */\n labelPosition: _propTypes2.default.oneOf(['left',
'right']),\n\n /**\n * Overrides the inline-styles of the Toggle element label.\n */\n labelStyle:
_propTypes2.default.object,\n\n /**\n * Callback function that is fired when the toggle switch is toggled.\n *\n *
@param {object} event Change event targeting the toggle.\n * @param {bool} isInputChecked The new value of
the toggle.\n */\n onToggle: _propTypes2.default.func,\n\n /**\n * Override style of ripple.\n */\n rippleStyle:
_propTypes2.default.object,\n\n /**\n * Override the inline-styles

of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override style for thumb.\n */\n thumbStyle: _propTypes2.default.object,\n\n /**\n * Override the inline styles for thumb when the toggle switch is toggled on.\n */\n thumbSwitchedStyle: _propTypes2.default.object,\n\n /**\n * Toggled if set to true.\n */\n toggled: _propTypes2.default.bool,\n\n /**\n * Override style for track.\n */\n trackStyle: _propTypes2.default.object,\n\n /**\n * Override the inline styles for track when the toggle switch is toggled on.\n */\n trackSwitchedStyle: _propTypes2.default.object,\n\n /**\n * ValueLink prop for when using controlled toggle.\n */\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = Toggle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2
= require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var noGutter = props.noGutter;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n boxSizing: 'border-box',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n backgroundColor: toolbar.backgroundColor,\n height: toolbar.height,\n padding: noGutter ? 0 : '0px ' + baseTheme.spacing.desktopGutter + 'px',\n display: 'flex',\n justifyContent: 'space-between'\n }\n };\n}\n\nvar Toolbar = function (_Component) {\n (0, _inherits3.default)(Toolbar, _Component);\n\n function Toolbar() {\n (0, _classCallCheck3.default)(this, Toolbar);\n return (0, _possibleConstructorReturn3.default)(this, (Toolbar.__proto__ || (0, _getPrototypeOf2.default)(Toolbar)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Toolbar, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n noGutter = _props.noGutter,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'noGutter', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }), children);\n }\n }]);\n return Toolbar;\n}(_react.Component);\n\nToolbar.defaultProps
= {\n noGutter: false\n};\nToolbar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nToolbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be a `ToolbarGroup` to render a group of related items.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Do not apply `desktopGutter` to the `Toolbar`.\n */\n noGutter: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Toolbar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source,

key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _Toggle = require('material-ui/Toggle');\n\nvar _Toggle2 = _interopRequireDefault(_Toggle);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_Toggle2.default, function (_ref) {\n var _ref$input = _ref.input,\n onChange = _ref$input.onChange,\n value = _ref$input.value,\n inputProps = _objectWithoutProperties(_ref$input, ['onChange', 'value']),\n defaultToggled = _ref.defaultToggled,\n meta = _ref.meta,\n props = _objectWithoutProperties(_ref, ['input', 'defaultToggled', 'meta']);\n\n return _extends({}, inputProps, props, {\n onToggle: onChange,\n toggled: !!value\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _Slider = require('material-ui/Slider');\n\nvar _Slider2 = _interopRequireDefault(_Slider);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_Slider2.default, function (_ref) {\n var _ref$input = _ref.input,\n onDragStart = _ref$input.onDragStart,\n _onChange = _ref$input.onChange,\n name = _ref$input.name,\n value = _ref$input.value,\n onChangeFromField = _ref.onChange,\n defaultValue = _ref.defaultValue,\n meta = _ref.meta,\n props = _objectWithoutProperties(_ref, ['input', 'onChange', 'defaultValue', 'meta']);\n\n return _extends({}, props, {\n name: name,\n value: value,\n onChange: function onChange(event, value) {\n _onChange(value);\n\n if (onChangeFromField) {\n onChangeFromField(value);\n }\n }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _Checkbox = require('material-ui/Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_Checkbox2.default, function (_ref) {\n var _ref$input = _ref.input,\n onChange = _ref$input.onChange,\n value = _ref$input.value,\n inputProps = _objectWithoutProperties(_ref$input, ['onChange', 'value']),\n meta = _ref.meta,\n _onCheck = _ref.onCheck,\n defaultChecked = _ref.defaultChecked,\n props = _objectWithoutProperties(_ref, ['input', 'meta', 'onCheck', 'defaultChecked']);\n\n return _extends({}, inputProps, props, {\n checked: value ? true : false,\n onCheck: function onCheck(event, isInputChecked) {\n onChange(isInputChecked);\n\n if (_onCheck) {\n _onCheck(isInputChecked);\n }\n }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _TextField = require('material-ui/TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 =

_interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_TextField2.default, function (_ref) {\n var defaultValue = _ref.defaultValue,\n props = _objectWithoutProperties(_ref, ['defaultValue']);\n\n return (0, _mapError2.default)(props);\n});",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key))
{\n target[key] = source[key];\n }\n }\n\n return target;\n};\n\nvar _TimePicker = require('material-ui/TimePicker');\n\nvar _TimePicker2 = _interopRequireDefault(_TimePicker);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_TimePicker2.default, function (_ref) {\n var _ref$input = _ref.input,\n onBlur = _ref$input.onBlur,\n inputProps = _objectWithoutProperties(_ref$input, ['onBlur']),\n defaultTime = _ref.defaultTime,\n _onChange = _ref.onChange,\n props = _objectWithoutProperties(_ref, ['input', 'defaultTime', 'onChange']);\n\n return _extends({}, inputProps, (0, _mapError2.default)(props), {\n onChange: function onChange(event, value) {\n inputProps.onChange(value);\n\n if (_onChange) {\n _onChange(value);\n }\n }\n });\n});",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _DatePicker = require('material-ui/DatePicker');\n\nvar _DatePicker2 = _interopRequireDefault(_DatePicker);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2
= _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_DatePicker2.default, function (_ref) {\n var _ref$input = _ref.input,\n onBlur = _ref$input.onBlur,\n inputProps = _objectWithoutProperties(_ref$input, ['onBlur']),\n defaultDate = _ref.defaultDate,\n _onChange = _ref.onChange,\n props = _objectWithoutProperties(_ref, ['input', 'defaultDate', 'onChange']);\n\n return _extends({}, inputProps, (0, _mapError2.default)(props), {\n onChange: function onChange(event,
value) {\n inputProps.onChange(value);\n\n if (_onChange) {\n _onChange(value);\n }\n }\n });\n});",'"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _SelectField = require('material-ui/SelectField');\n\nvar _SelectField2 = _interopRequireDefault(_SelectField);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction

_objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_SelectField2.default, function (_ref) {\n var _ref$input = _ref.input,\n   _onChange = _ref$input.onChange,\n   value = _ref$input.value,\n   _onBlur = _ref$input.onBlur,\n   inputProps = _objectWithoutProperties(_ref$input, ['onChange', 'value', 'onBlur']),\n   onChangeFromField = _ref.onChange,\n   props = _objectWithoutProperties(_ref, ['input', 'onChange']);\n\n return _extends({}, (0, _mapError2.default)(props), inputProps, {\n   value: value,\n   onChange: function onChange(event, index, value) {\n   _onChange(value);\n\n   if (onChangeFromField) {\n   onChangeFromField(value);\n   }\n   },\n   onBlur: function onBlur() {\n   return _onBlur(value);\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _AutoComplete = require('material-ui/AutoComplete');\n\nvar _AutoComplete2 = _interopRequireDefault(_AutoComplete);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar
 _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_AutoComplete2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onChange = _ref$input.onChange,\n   value = _ref$input.value,\n   _onNewRequest = _ref.onNewRequest,\n   dataSourceConfig = _ref.dataSourceConfig,\n   dataSource = _ref.dataSource,\n   props = _objectWithoutProperties(_ref, ['input', 'onNewRequest', 'dataSourceConfig', 'dataSource']);\n\n return _extends({}, (0, _mapError2.default)(props), {\n   dataSourceConfig: dataSourceConfig,\n   dataSource: dataSource,\n   searchText:
 dataSourceConfig && dataSource ? (dataSource.find(function (item) {\n   return item[dataSourceConfig.value] === value;\n   }) || {})[dataSourceConfig.text] : value,\n   onNewRequest: function onNewRequest(value, index) {\n   onChange((typeof value === 'undefined' ? 'undefined' : _typeof(value)) === 'object' && dataSourceConfig ? value[dataSourceConfig.value] : value);\n\n   if (_onNewRequest) {\n   _onNewRequest(value, index);\n   }\n   },\n   onUpdateInput: function onUpdateInput(value) {\n   if (!dataSourceConfig) {\n   onChange(value);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar
 _RadioButton = require('material-ui/RadioButton');\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nvar mapValueToValueSelected = function mapValueToValueSelected(_ref, errorProp) {\n var inputProps = _objectWithoutProperties(_ref.input, []),\n   props = _objectWithoutProperties(_ref, ['input']);\n\n return (0, _mapError2.default)(_extends({}, props, {\n   input: _extends({}, inputProps, {\n   valueSelected: inputProps.value\n

})\n }), errorProp);\n};\n\nexports.default = (0, _createComponent2.default)(_RadioButton.RadioButtonGroup, mapValueToValueSelected);","var arrayWithHoles = require(\"./arrayWithHoles\");\n\nvar iterableToArrayLimit = require(\"./iterableToArrayLimit\");\n\nvar nonIterableRest = require(\"./nonIterableRest\");\n\nfunction _slicedToArray(arr, i) {\n return arrayWithHoles(arr) || iterableToArrayLimit(arr, i) || nonIterableRest();\n}\n\nmodule.exports = _slicedToArray;","function _arrayWithHoles(arr) {\n if (Array.isArray(arr)) return arr;\n}\n\nmodule.exports = _arrayWithHoles;","function _iterableToArrayLimit(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n   for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n   _arr.push(_s.value);\n\n   if (i && _arr.length === i) break;\n   }\n } catch (err) {\n   _d = true;\n   _e = err;\n } finally {\n   try {\n   if (!_n && _i[\"return\"] != null) _i[\"return\"]();\n   } finally {\n   if (_d) throw _e;\n   }\n }\n\n return _arr;\n}\n\nmodule.exports = _iterableToArrayLimit;","function _nonIterableRest() {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n}\n\nmodule.exports = _nonIterableRest;","var arrayWithoutHoles = require(\"./arrayWithoutHoles\");\n\nvar iterableToArray = require(\"./iterableToArray\");\n\nvar nonIterableSpread = require(\"./nonIterableSpread\");\n\nfunction _toConsumableArray(arr) {\n return arrayWithoutHoles(arr) || iterableToArray(arr) || nonIterableSpread();\n}\n\nmodule.exports = _toConsumableArray;","function _arrayWithoutHoles(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = new Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n }\n}\n\nmodule.exports = _arrayWithoutHoles;","function _iterableToArray(iter) {\n if (Symbol.iterator in Object(iter) || Object.prototype.toString.call(iter) === \"[object Arguments]\") return Array.from(iter);\n}\n\nmodule.exports = _iterableToArray;","function _nonIterableSpread() {\n throw new TypeError(\"Invalid attempt to spread non-iterable instance\");\n}\n\nmodule.exports = _nonIterableSpread;","'use strict';\n\nmodule.exports = function (str) {\n return encodeURIComponent(str).replace(/[!'()*]/g, function (x) {\n   return \"%\".concat(x.charCodeAt(0).toString(16).toUpperCase());\n });\n};","'use strict';\n\nvar token = '%[a-f0-9]{2}';\nvar singleMatcher = new RegExp(token, 'gi');\nvar multiMatcher = new RegExp('(' + token + ')+', 'gi');\n\nfunction decodeComponents(components, split) {\n try {\n   // Try to decode the entire string first\n   return decodeURIComponent(components.join(''));\n } catch (err) {// Do nothing\n }\n\n if (components.length === 1) {\n   return components;\n }\n\n split = split || 1; // Split the array in 2 parts\n\n var left = components.slice(0, split);\n var right = components.slice(split);\n return Array.prototype.concat.call([], decodeComponents(left), decodeComponents(right));\n}\n\nfunction decode(input) {\n try {\n   return decodeURIComponent(input);\n } catch (err) {\n   var tokens = input.match(singleMatcher);\n\n   for (var i = 1; i < tokens.length; i++) {\n   input = decodeComponents(tokens, i).join('');\n   tokens = input.match(singleMatcher);\n   }\n\n   return input;\n }\n}\n\nfunction customDecodeURIComponent(input) {\n // Keep track of all the replacements and prefill the map with the `BOM`\n var replaceMap = {\n   '%FE%FF': \"\\uFFFD\\uFFFD\",\n   '%FF%FE': \"\\uFFFD\\uFFFD\"\n };\n var match = multiMatcher.exec(input);\n\n while (match) {\n   try {\n   // Decode as big chunks as possible\n   replaceMap[match[0]] = decodeURIComponent(match[0]);\n   } catch (err) {\n   var result = decode(match[0]);\n\n   if (result !== match[0]) {\n   replaceMap[match[0]] = result;\n   }\n   }\n\n   match = multiMatcher.exec(input);\n } // Add `%C2` at the end of the map to make sure it does not replace the combinator before everything else\n\n\n replaceMap['%C2'] = \"\\uFFFD\";\n var entries = Object.keys(replaceMap);\n\n for (var i = 0; i < entries.length; i++) {\n   // Replace all decoded components\n   var key = entries[i];\n   input = input.replace(new RegExp(key, 'g'), replaceMap[key]);\n }\n\n return input;\n}\n\nmodule.exports = function (encodedURI) {\n if (typeof encodedURI !== 'string') {\n   throw new TypeError('Expected `encodedURI` to be of type `string`, got `' + typeof encodedURI + '`');\n }\n\n try {\n   encodedURI = encodedURI.replace(/\\+/g, ' '); // Try the built in decoder first\n\n   return decodeURIComponent(encodedURI);\n } catch (err) {\n   // Fallback to a more advanced decoder\n   return customDecodeURIComponent(encodedURI);\n }\n};","'use strict';\n\nmodule.exports = function (string, separator) {\n if (!(typeof string === 'string' && typeof separator === 'string'))

{\n throw new TypeError('Expected the arguments to be of type `string`');\n }\n\n if (separator === '') {\n return [string];\n }\n\n var separatorIndex = string.indexOf(separator);\n\n if (separatorIndex === -1) {\n return [string];\n }\n\n return [string.slice(0, separatorIndex), string.slice(separatorIndex + separator.length)];\n};","'use strict';\n\nmodule.exports = function (obj, predicate) {\n var ret = {};\n var keys = Object.keys(obj);\n var isArr = Array.isArray(predicate);\n\n for (var i = 0; i < keys.length; i++) {\n var key = keys[i];\n var val = obj[key];\n\n if (isArr ? predicate.indexOf(key) !== -1 : predicate(key, val, obj)) {\n ret[key] = val;\n }\n }\n\n return ret;\n};","import baseAssignValue from './_baseAssignValue.js';\nimport eq from './eq.js';\n\n/**\n * This function is like `assignValue` except that it doesn't assign\n * `undefined` values.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string}
key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction assignMergeValue(object, key, value) {\n if (value !== undefined && !eq(object[key], value) || value === undefined && !(key in object)) {\n baseAssignValue(object, key, value);\n }\n}\n\nexport default assignMergeValue;","import Uint8Array from './_Uint8Array.js';\n\n/**\n * Creates a clone of `arrayBuffer`.\n *\n * @private\n * @param {ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns the cloned array buffer.\n */\n\nfunction cloneArrayBuffer(arrayBuffer) {\n var result = new arrayBuffer.constructor(arrayBuffer.byteLength);\n new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n return result;\n}\n\nexport default cloneArrayBuffer;","import cloneArrayBuffer from './_cloneArrayBuffer.js';\n\n/**\n * Creates a clone of `typedArray`.\n *\n * @private\n * @param {Object} typedArray The typed array to clone.\n * @param {boolean} [isDeep] Specify
a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\n\nfunction cloneTypedArray(typedArray, isDeep) {\n var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;\n return new typedArray.constructor(buffer, typedArray.byteOffset, typedArray.length);\n}\n\nexport default cloneTypedArray;","import isObject from './isObject.js';\n\n/** Built-in value references. */\nvar objectCreate = Object.create;\n\n/**\n * The base implementation of `_.create` without support for assigning\n * properties to the created object.\n *\n * @private\n * @param {Object} proto The object to inherit from.\n * @returns {Object} Returns the new object.\n */\n\nvar baseCreate = function () {\n function object() {}\n\n return function (proto) {\n if (!isObject(proto)) {\n return {};\n }\n\n if (objectCreate) {\n return objectCreate(proto);\n }\n\n object.prototype = proto;\n var result = new object();\n object.prototype = undefined;\n return result;\n };\n}();\n\nexport default baseCreate;","import overArg from './_overArg.js';\n\n/** Built-in value references. */\nvar getPrototype = overArg(Object.getPrototypeOf, Object);\n\nexport default getPrototype;","import baseCreate from './_baseCreate.js';\nimport getPrototype from './_getPrototype.js';\nimport isPrototype from './_isPrototype.js';\n\n/**\n * Initializes an object clone.\n *\n * @private\n * @param {Object} object The object to clone.\n * @returns {Object} Returns the initialized clone.\n */\n\nfunction initCloneObject(object) {\n return typeof object.constructor == 'function' && !isPrototype(object) ? baseCreate(getPrototype(object)) : {};\n}\n\nexport default initCloneObject;","import isArrayLike from './isArrayLike.js';\nimport isObjectLike from './isObjectLike.js';\n\n/**\n * This method is like `_.isArrayLike` except that it also checks if `value`\n * is an object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value
to check.\n * @returns {boolean} Returns `true` if `value` is an array-like object,\n * else `false`.\n * @example\n *\n * _.isArrayLikeObject([1, 2, 3]);\n * // => true\n *\n * _.isArrayLikeObject(document.body.children);\n * // => true\n *\n * _.isArrayLikeObject('abc');\n * // => false\n *\n * _.isArrayLikeObject(_.noop);\n * // => false\n */\n\nfunction isArrayLikeObject(value) {\n return isObjectLike(value) && isArrayLike(value);\n}\n\nexport default isArrayLikeObject;","import baseGetTag from './_baseGetTag.js';\nimport getPrototype from './_getPrototype.js';\nimport isObjectLike from './isObjectLike.js';\n\n/** `Object#toString` result references. */\nvar objectTag = '[object Object]';\n\n/** Used for built-in method references. */\nvar funcProto = Function.prototype,\n objectProto = Object.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty

= objectProto.hasOwnProperty;\n/** Used to infer the `Object` constructor. */\n\nvar objectCtorString = funcToString.call(Object);\n/**\n * Checks if `value` is a plain object, that is, an object created by the\n * `Object` constructor or one with a `[[Prototype]]` of `null`.\n *\n * @static\n * @memberOf _\n * @since 0.8.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a plain object, else `false`.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n * }\n *\n * _.isPlainObject(new Foo);\n * // => false\n *\n * _.isPlainObject([1, 2, 3]);\n * // => false\n *\n * _.isPlainObject({ 'x': 0, 'y': 0 });\n * // => true\n *\n * _.isPlainObject(Object.create(null));\n * // => true\n */\n\nfunction isPlainObject(value) {\n if (!isObjectLike(value) || baseGetTag(value) != objectTag) {\n   return false;\n }\n\n var proto = getPrototype(value);\n\n if (proto === null) {\n   return true;\n }\n\n var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;\n return typeof Ctor == 'function' && Ctor instanceof Ctor && funcToString.call(Ctor) == objectCtorString;\n}\n\nexport default isPlainObject;","/**\n * Gets the value at `key`, unless `key` is \"__proto__\" or \"constructor\".\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\nfunction safeGet(object, key) {\n if (key === 'constructor' && typeof object[key] === 'function') {\n   return;\n }\n\n if (key == '__proto__') {\n   return;\n }\n\n return object[key];\n}\n\nexport default safeGet;","import baseAssignValue from './_baseAssignValue.js';\nimport eq from './eq.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Assigns `value` to `key` of `object` if the existing value is not equivalent\n * using [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction assignValue(object, key, value) {\n var objValue = object[key];\n\n if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n   baseAssignValue(object, key, value);\n }\n}\n\nexport default assignValue;","import assignValue from './_assignValue.js';\nimport baseAssignValue from './_baseAssignValue.js';\n/**\n * Copies properties of `source` to `object`.\n *\n * @private\n * @param {Object} source The object to copy properties from.\n * @param {Array} props The property identifiers to copy.\n * @param {Object} [object={}] The object to copy properties to.\n * @param {Function} [customizer] The function to customize copied values.\n * @returns {Object} Returns `object`.\n */\n\nfunction copyObject(source, props, object, customizer) {\n var isNew = !object;\n object || (object = {});\n var index = -1,\n   length = props.length;\n\n while (++index < length) {\n   var key = props[index];\n   var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;\n\n   if (newValue === undefined) {\n   newValue = source[key];\n   }\n\n   if (isNew) {\n   baseAssignValue(object, key, newValue);\n   } else {\n   assignValue(object, key, newValue);\n   }\n }\n\n return object;\n}\n\nexport default copyObject;","/**\n * This function is like\n * [`Object.keys`](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it includes inherited enumerable properties.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction nativeKeysIn(object) {\n var result = [];\n\n if (object != null) {\n   for (var key in Object(object)) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default nativeKeysIn;","import isObject from './isObject.js';\nimport isPrototype from './_isPrototype.js';\nimport nativeKeysIn from './_nativeKeysIn.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * The base implementation of `_.keysIn` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction baseKeysIn(object) {\n if (!isObject(object)) {\n   return nativeKeysIn(object);\n }\n\n var isProto = isPrototype(object),\n   result = [];\n\n for (var key in object) {\n   if (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default baseKeysIn;","import arrayLikeKeys from './_arrayLikeKeys.js';\nimport baseKeysIn from './_baseKeysIn.js';\nimport isArrayLike from

'./isArrayLike.js';\n/**\n * Creates an array of the own and inherited enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keysIn(new Foo);\n * // => ['a', 'b', 'c'] (iteration order is not guaranteed)\n */\n\nfunction keysIn(object) {\n return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);\n}\n\nexport default keysIn;","import copyObject from './_copyObject.js';\nimport keysIn from './keysIn.js';\n/**\n * Converts `value` to
 a plain object flattening inherited enumerable string\n * keyed properties of `value` to own properties of the plain object.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.assign({ 'a': 1 }, _.toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\nfunction toPlainObject(value) {\n return copyObject(value, keysIn(value));\n}\n\nexport default toPlainObject;","import assignMergeValue from './_assignMergeValue.js';\nimport cloneBuffer from './_cloneBuffer.js';\nimport cloneTypedArray from './_cloneTypedArray.js';\nimport copyArray from './_copyArray.js';\nimport initCloneObject from './_initCloneObject.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport
 isArrayLikeObject from './isArrayLikeObject.js';\nimport isBuffer from './isBuffer.js';\nimport isFunction from './isFunction.js';\nimport isObject from './isObject.js';\nimport isPlainObject from './isPlainObject.js';\nimport isTypedArray from './isTypedArray.js';\nimport safeGet from './_safeGet.js';\nimport toPlainObject from './toPlainObject.js';\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n * deep merges and tracks traversed objects enabling objects with circular\n * references to be merged.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function to customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n
 */\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n var objValue = safeGet(object, key),\n   srcValue = safeGet(source, key),\n   stacked = stack.get(srcValue);\n\n if (stacked) {\n   assignMergeValue(object, key, stacked);\n   return;\n }\n\n var newValue = customizer ? customizer(objValue, srcValue, key + '', object, source, stack) : undefined;\n var isCommon = newValue === undefined;\n\n if (isCommon) {\n   var isArr = isArray(srcValue),\n   isBuff = !isArr && isBuffer(srcValue),\n   isTyped = !isArr && !isBuff && isTypedArray(srcValue);\n   newValue = srcValue;\n\n   if (isArr || isBuff || isTyped) {\n   if (isArray(objValue)) {\n   newValue = objValue;\n   } else if (isArrayLikeObject(objValue)) {\n   newValue = copyArray(objValue);\n   } else if (isBuff) {\n   isCommon = false;\n   newValue = cloneBuffer(srcValue, true);\n   } else if (isTyped) {\n   isCommon = false;\n
        newValue = cloneTypedArray(srcValue, true);\n   } else {\n   newValue = [];\n   }\n   } else if (isPlainObject(srcValue) || isArguments(srcValue)) {\n   newValue = objValue;\n\n   if (isArguments(objValue)) {\n   newValue = toPlainObject(objValue);\n   } else if (!isObject(objValue) || isFunction(objValue)) {\n   newValue = initCloneObject(srcValue);\n   }\n   } else {\n   isCommon = false;\n   }\n }\n\n if (isCommon) {\n   // Recursively merge objects and arrays (susceptible to call stack limits).\n   stack.set(srcValue, newValue);\n   mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n   stack['delete'](srcValue);\n }\n\n assignMergeValue(object, key, newValue);\n}\n\nexport default baseMergeDeep;","import Stack from './_Stack.js';\nimport assignMergeValue from './_assignMergeValue.js';\nimport baseFor from './_baseFor.js';\nimport baseMergeDeep from './_baseMergeDeep.js';\nimport isObject from './isObject.js';\nimport
 keysIn from './keysIn.js';\nimport safeGet from './_safeGet.js';\n/**\n * The base implementation of `_.merge` without support for multiple sources.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {number} srcIndex The index of `source`.\n * @param

{Function} [customizer] The function to customize merged values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\nfunction baseMerge(object, source, srcIndex, customizer, stack) {\n if (object === source) {\n   return;\n }\n\n baseFor(source, function (srcValue, key) {\n   stack || (stack = new Stack());\n\n   if (isObject(srcValue)) {\n   baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);\n   } else {\n   var newValue = customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;\n\n   if (newValue === undefined) {\n   newValue = srcValue;\n   }\n\n   assignMergeValue(object, key, newValue);\n   }\n }, keysIn);\n}\n\nexport default baseMerge;","/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0:\n   return func.call(thisArg);\n\n   case 1:\n   return func.call(thisArg, args[0]);\n\n   case 2:\n   return func.call(thisArg, args[0], args[1]);\n\n   case 3:\n   return func.call(thisArg, args[0], args[1], args[2]);\n }\n\n return func.apply(thisArg, args);\n}\n\nexport default apply;","import apply from './_apply.js';\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeMax = Math.max;\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\n\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? func.length - 1 : start, 0);\n return function () {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n\n   index = -1;\n   var otherArgs = Array(start + 1);\n\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n\nexport default overRest;","/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n return function () {\n   return value;\n };\n}\n\nexport default constant;","import constant from './constant.js';\nimport defineProperty from './_defineProperty.js';\nimport identity from './identity.js';\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\nvar baseSetToString = !defineProperty ? identity : function (func, string) {\n return defineProperty(func, 'toString', {\n   'configurable': true,\n   'enumerable': false,\n   'value': constant(string),\n   'writable': true\n });\n};\nexport default baseSetToString;","/** Used to detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n   HOT_SPAN = 16;\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeNow = Date.now;\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\n\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n return function () {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n   lastCalled = stamp;\n\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n\n   return func.apply(undefined, arguments);\n };\n}\n\nexport default shortOut;","import baseSetToString from './_baseSetToString.js';\nimport shortOut from './_shortOut.js';\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\nvar setToString = shortOut(baseSetToString);\nexport default setToString;","import identity from './identity.js';\nimport overRest from

'./_overRest.js';\nimport setToString from './_setToString.js';\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\n\nfunction baseRest(func, start) {\n return setToString(overRest(func, start, identity), func + '');\n}\n\nexport default baseRest;","import eq from './eq.js';\nimport isArrayLike from './isArrayLike.js';\nimport isIndex from './_isIndex.js';\nimport isObject from './isObject.js';\n\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\n\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n return false;\n }\n\n var type = typeof index;\n\n if (type == 'number' ? isArrayLike(object) && isIndex(index, object.length) : type == 'string' && index in object) {\n return eq(object[index], value);\n }\n\n return false;\n}\n\nexport default isIterateeCall;","import baseRest from './_baseRest.js';\nimport isIterateeCall from './_isIterateeCall.js';\n\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The function to assign values.\n * @returns {Function} Returns the new assigner function.\n */\n\nfunction createAssigner(assigner) {\n return baseRest(function (object, sources) {\n var index = -1,\n length = sources.length,\n customizer = length > 1 ? sources[length - 1] : undefined,\n guard = length > 2 ? sources[2] : undefined;\n customizer = assigner.length > 3 && typeof customizer == 'function' ? (length--, customizer) : undefined;\n\n if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n customizer = length < 3 ? undefined : customizer;\n length = 1;\n }\n\n object = Object(object);\n\n while (++index < length) {\n var source = sources[index];\n\n if (source) {\n assigner(object, source, index, customizer);\n }\n }\n\n return object;\n });\n}\n\nexport default createAssigner;","import baseMerge from './_baseMerge.js';\nimport createAssigner from './_createAssigner.js';\n\n/**\n * This method is like `_.assign` except that it recursively merges own and\n * inherited enumerable string keyed properties of source objects into the\n * destination object. Source properties that resolve to `undefined` are\n * skipped if a destination value exists. Array and plain object properties\n * are merged recursively. Other objects and value types are overridden by\n * assignment. Source objects are applied from left to right. Subsequent\n * sources overwrite property assignments of previous sources.\n *\n * **Note:** This method mutates `object`.\n *\n * @static\n * @memberOf _\n * @since 0.5.0\n * @category Object\n * @param {Object} object The destination object.\n * @param {...Object} [sources] The source objects.\n * @returns {Object} Returns `object`.\n * @example\n *\n * var object = {\n * 'a': [{ 'b': 2 }, { 'd': 4 }]\n * };\n *\n * var other = {\n * 'a': [{ 'c': 3 }, { 'e': 5 }]\n * };\n *\n * _.merge(object, other);\n * // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd': 4, 'e': 5 }] }\n */\n\nvar merge = createAssigner(function (object, source, srcIndex) {\n baseMerge(object, source, srcIndex);\n});\n\nexport default merge;","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nimport { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE, ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, CLEAR_ASYNC_ERROR, DESTROY, FOCUS, INITIALIZE, REGISTER_FIELD, RESET, RESET_SECTION, CLEAR_FIELDS, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, UPDATE_SYNC_WARNINGS } from './actionTypes';\n\nvar arrayInsert = function arrayInsert(form, field, index, value) {\n return {\n type: ARRAY_INSERT,\n meta: {\n form: form,\n field: field,\n index: index\n },\n payload: value\n };\n};\n\nvar arrayMove = function arrayMove(form, field, from, to) {\n return {\n type: ARRAY_MOVE,\n meta: {\n form: form,\n field: field,\n from: from,\n to: to\n }\n };\n};\n\nvar arrayPop = function arrayPop(form, field) {\n return {\n type: ARRAY_POP,\n meta: {\n form: form,\n

field: field\n }\n };\n};\n\nvar arrayPush = function arrayPush(form, field, value) {\n return {\n type: ARRAY_PUSH,\n meta: {\n form: form,\n field: field\n },\n payload: value\n };\n};\n\nvar arrayRemove = function arrayRemove(form, field, index) {\n return {\n type: ARRAY_REMOVE,\n meta: {\n form: form,\n field: field,\n index: index\n }\n };\n};\n\nvar arrayRemoveAll = function arrayRemoveAll(form, field) {\n return {\n type: ARRAY_REMOVE_ALL,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar arrayShift = function arrayShift(form, field) {\n return {\n type: ARRAY_SHIFT,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar arraySplice = function arraySplice(form, field, index, removeNum, value) {\n var action = {\n type: ARRAY_SPLICE,\n meta: {\n form: form,\n field: field,\n index: index,\n removeNum: removeNum\n }\n };\n\n if (value !== undefined) {\n action.payload = value;\n }\n\n return action;\n};\n\nvar arraySwap = function arraySwap(form, field, indexA, indexB) {\n if (indexA === indexB) {\n throw new Error('Swap indices cannot be equal');\n }\n\n if (indexA < 0 || indexB < 0) {\n throw new Error('Swap indices cannot be negative');\n }\n\n return {\n type: ARRAY_SWAP,\n meta: {\n form: form,\n field: field,\n indexA: indexA,\n indexB: indexB\n }\n };\n};\n\nvar arrayUnshift = function arrayUnshift(form, field, value) {\n return {\n type: ARRAY_UNSHIFT,\n meta: {\n form: form,\n field: field\n },\n payload: value\n };\n};\n\nvar autofill = function autofill(form, field, value) {\n return {\n type: AUTOFILL,\n meta: {\n form: form,\n field: field\n },\n payload: value\n };\n};\n\nvar blur = function blur(form, field, value, touch) {\n return {\n type: BLUR,\n meta: {\n form: form,\n field: field,\n touch: touch\n },\n payload: value\n };\n};\n\nvar change = function change(form, field, value, touch, persistentSubmitErrors) {\n return {\n type: CHANGE,\n meta: {\n form: form,\n field: field,\n touch: touch,\n persistentSubmitErrors: persistentSubmitErrors\n },\n payload: value\n };\n};\n\nvar clearSubmit = function clearSubmit(form) {\n return {\n type: CLEAR_SUBMIT,\n meta: {\n form: form\n }\n };\n};\n\nvar clearSubmitErrors = function clearSubmitErrors(form) {\n return {\n type: CLEAR_SUBMIT_ERRORS,\n meta: {\n form: form\n }\n };\n};\n\nvar clearAsyncError = function clearAsyncError(form, field) {\n return {\n type: CLEAR_ASYNC_ERROR,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar clearFields = function clearFields(form, keepTouched, persistentSubmitErrors) {\n for (var _len = arguments.length, fields = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {\n fields[_key - 3] = arguments[_key];\n }\n\n return {\n type: CLEAR_FIELDS,\n meta: {\n form: form,\n keepTouched: keepTouched,\n persistentSubmitErrors: persistentSubmitErrors,\n fields: fields\n }\n };\n};\n\nvar destroy = function destroy() {\n for (var _len2 = arguments.length, form = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {\n form[_key2] = arguments[_key2];\n }\n\n return {\n type: DESTROY,\n meta: {\n form: form\n }\n };\n};\n\nvar focus = function focus(form, field) {\n return {\n type: FOCUS,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar initialize = function initialize(form, values, keepDirty) {\n var otherMeta = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n\n if (keepDirty instanceof Object) {\n otherMeta = keepDirty;\n keepDirty = false;\n }\n\n return {\n type: INITIALIZE,\n meta: _extends({\n form: form,\n keepDirty: keepDirty\n }, otherMeta),\n payload: values\n };\n};\n\nvar registerField = function registerField(form, name, type) {\n return {\n type: REGISTER_FIELD,\n meta: {\n form: form\n },\n payload: {\n name: name,\n type: type\n }\n };\n};\n\nvar reset = function reset(form) {\n return {\n type: RESET,\n meta: {\n form: form\n }\n };\n};\n\nvar resetSection = function resetSection(form) {\n for (var _len3 = arguments.length, sections = Array(_len3 > 1 ? _len3 - 1 : 0), _key3 = 1; _key3 < _len3; _key3++) {\n sections[_key3 - 1] = arguments[_key3];\n }\n\n return {\n type: RESET_SECTION,\n meta: {\n form: form,\n sections: sections\n }\n };\n};\n\nvar startAsyncValidation = function startAsyncValidation(form, field) {\n return {\n type: START_ASYNC_VALIDATION,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar startSubmit = function startSubmit(form) {\n return {\n type: START_SUBMIT,\n meta: {\n form: form\n }\n };\n};\n\nvar stopAsyncValidation = function stopAsyncValidation(form, errors) {\n return {\n type: STOP_ASYNC_VALIDATION,\n meta: {\n form: form\n

},\n payload: errors,\n error: !!(errors && Object.keys(errors).length)\n };\n};\n\nvar stopSubmit = function stopSubmit(form, errors) {\n return {\n type: STOP_SUBMIT,\n meta: {\n form: form\n },\n payload: errors,\n error: !!(errors && Object.keys(errors).length)\n };\n};\n\nvar submit = function submit(form) {\n return {\n type: SUBMIT,\n meta: {\n form: form\n }\n };\n};\n\nvar setSubmitFailed = function setSubmitFailed(form) {\n for (var _len4 = arguments.length, fields = Array(_len4 > 1 ? _len4 - 1 : 0), _key4 = 1; _key4 < _len4; _key4++) {\n fields[_key4 - 1] = arguments[_key4];\n }\n\n return {\n type: SET_SUBMIT_FAILED,\n meta: {\n form: form,\n fields: fields\n },\n error: true\n };\n};\n\nvar setSubmitSucceeded = function setSubmitSucceeded(form) {\n for (var _len5 = arguments.length, fields = Array(_len5 > 1 ? _len5 - 1 : 0), _key5 = 1; _key5 < _len5; _key5++) {\n fields[_key5 - 1] = arguments[_key5];\n }\n\n return {\n type: SET_SUBMIT_SUCCEEDED,\n meta: {\n form: form,\n fields: fields\n },\n error: false\n };\n};\n\nvar touch = function touch(form) {\n for (var _len6 = arguments.length, fields = Array(_len6 > 1 ? _len6 - 1 : 0), _key6 = 1; _key6 < _len6; _key6++) {\n fields[_key6 - 1] = arguments[_key6];\n }\n\n return {\n type: TOUCH,\n meta: {\n form: form,\n fields: fields\n }\n };\n};\n\nvar unregisterField = function unregisterField(form, name) {\n var destroyOnUnmount = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : true;\n return {\n type: UNREGISTER_FIELD,\n meta: {\n form: form\n },\n payload: {\n name: name,\n destroyOnUnmount: destroyOnUnmount\n }\n };\n};\n\nvar untouch = function untouch(form) {\n for (var _len7 = arguments.length, fields = Array(_len7 > 1 ? _len7 - 1 : 0), _key7 = 1; _key7 < _len7; _key7++) {\n fields[_key7 - 1] = arguments[_key7];\n }\n\n return {\n type: UNTOUCH,\n meta: {\n form: form,\n fields: fields\n }\n };\n};\n\nvar updateSyncErrors = function updateSyncErrors(form) {\n var syncErrors = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var error = arguments[2];\n return {\n type: UPDATE_SYNC_ERRORS,\n meta: {\n form: form\n },\n payload: {\n syncErrors: syncErrors,\n error: error\n }\n };\n};\n\nvar updateSyncWarnings = function updateSyncWarnings(form) {\n var syncWarnings = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var warning = arguments[2];\n return {\n type: UPDATE_SYNC_WARNINGS,\n meta: {\n form: form\n },\n payload: {\n syncWarnings: syncWarnings,\n warning: warning\n }\n };\n};\n\nvar actions = {\n arrayInsert: arrayInsert,\n arrayMove: arrayMove,\n arrayPop: arrayPop,\n arrayPush: arrayPush,\n arrayRemove: arrayRemove,\n arrayRemoveAll: arrayRemoveAll,\n
arrayShift: arrayShift,\n arraySplice: arraySplice,\n arraySwap: arraySwap,\n arrayUnshift: arrayUnshift,\n autofill: autofill,\n blur: blur,\n change: change,\n clearFields: clearFields,\n clearSubmit: clearSubmit,\n clearSubmitErrors: clearSubmitErrors,\n clearAsyncError: clearAsyncError,\n destroy: destroy,\n focus: focus,\n initialize: initialize,\n registerField: registerField,\n reset: reset,\n resetSection: resetSection,\n startAsyncValidation: startAsyncValidation,\n startSubmit: startSubmit,\n stopAsyncValidation: stopAsyncValidation,\n stopSubmit: stopSubmit,\n submit: submit,\n setSubmitFailed: setSubmitFailed,\n setSubmitSucceeded: setSubmitSucceeded,\n touch: touch,\n unregisterField: unregisterField,\n untouch: untouch,\n updateSyncErrors: updateSyncErrors,\n updateSyncWarnings: updateSyncWarnings\n};\nexport default actions;","import isPromise from 'is-promise';\n\nvar asyncValidation = function asyncValidation(fn, start, stop, field) {\n
start(field);\n var promise = fn();\n\n if (!isPromise(promise)) {\n throw new Error('asyncValidate function passed to reduxForm must return a promise');\n }\n\n var handleErrors = function handleErrors(rejected) {\n return function (errors) {\n if (rejected) {\n if (errors && Object.keys(errors).length) {\n stop(errors);\n return errors;\n } else {\n stop();\n throw new Error('Asynchronous validation promise was rejected without errors.');\n }\n }\n\n stop();\n return Promise.resolve();\n };\n };\n\n return promise.then(handleErrors(false), handleErrors(true));\n};\n\nexport default asyncValidation;","var defaultShouldAsyncValidate = function defaultShouldAsyncValidate(_ref) {\n var initialized = _ref.initialized,\n trigger = _ref.trigger,\n pristine = _ref.pristine,\n syncValidationPasses = _ref.syncValidationPasses;\n\n if (!syncValidationPasses) {\n return false;\n }\n\n

switch (trigger) {\n case 'blur':\n case 'change':\n // blurring\n return true;\n\n case 'submit':\n // submitting, so only async validate if form is dirty or was never initialized\n // conversely, DON'T async validate if the form is pristine just as it was initialized\n return !pristine || !initialized;\n\n default:\n return false;\n }\n};\n\nexport default defaultShouldAsyncValidate;","var defaultShouldValidate = function defaultShouldValidate(_ref) {\n var values = _ref.values,\n nextProps = _ref.nextProps,\n initialRender = _ref.initialRender,\n lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n fieldValidatorKeys = _ref.fieldValidatorKeys,\n structure = _ref.structure;\n\n if (initialRender) {\n return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldValidate;","var defaultShouldError = function defaultShouldError(_ref) {\n var values = _ref.values,\n nextProps = _ref.nextProps,\n initialRender = _ref.initialRender,\n lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n fieldValidatorKeys = _ref.fieldValidatorKeys,\n structure = _ref.structure;\n\n if (initialRender) {\n return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldError;","var defaultShouldWarn = function defaultShouldWarn(_ref) {\n var values = _ref.values,\n nextProps = _ref.nextProps,\n initialRender = _ref.initialRender,\n lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n fieldValidatorKeys = _ref.fieldValidatorKeys,\n structure = _ref.structure;\n\n if (initialRender) {\n return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys,\n fieldValidatorKeys);\n};\n\nexport default defaultShouldWarn;","import isEvent from './isEvent';\n\nvar silenceEvent = function silenceEvent(event) {\n var is = isEvent(event);\n\n if (is) {\n event.preventDefault();\n }\n\n return is;\n};\n\nexport default silenceEvent;","import silenceEvent from './silenceEvent';\n\nvar silenceEvents = function silenceEvents(fn) {\n return function (event) {\n for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n args[_key - 1] = arguments[_key];\n }\n\n return silenceEvent(event) ? fn.apply(undefined, args) : fn.apply(undefined, [event].concat(args));\n };\n};\n\nexport default silenceEvents;","import plain from './structure/plain';\n\nvar toArray = function toArray(value) {\n return Array.isArray(value) ? value : [value];\n};\n\nvar getError = function getError(value, values, props, validators, name) {\n var array = toArray(validators);\n\n for (var i = 0; i < array.length; i++) {\n var error = array[i](value, values, props, name);\n\n if (error) {\n return error;\n }\n }\n};\n\nvar generateValidator = function generateValidator(validators, _ref) {\n var getIn = _ref.getIn;\n return function (values, props) {\n var errors = {};\n Object.keys(validators).forEach(function (name) {\n var value = getIn(values, name);\n var error = getError(value, values, props, validators[name], name);\n\n if (error) {\n errors = plain.setIn(errors, name, error);\n }\n });\n return errors;\n };\n};\n\nexport default generateValidator;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _extendableBuiltin(cls) {\n function ExtendableBuiltin() {\n cls.apply(this, arguments);\n }\n\n ExtendableBuiltin.prototype = Object.create(cls.prototype, {\n constructor: {\n value: cls,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n\n if (Object.setPrototypeOf) {\n Object.setPrototypeOf(ExtendableBuiltin,

cls);\n } else {\n   ExtendableBuiltin.__proto__ = cls;\n }\n\n return ExtendableBuiltin;\n}\n\nvar ExtendableError = function (_extendableBuiltin2) {\n _inherits(ExtendableError, _extendableBuiltin2);\n\n function ExtendableError() {\n   var message = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n\n   _classCallCheck(this, ExtendableError); // extending Error is weird and does not propagate `message`\n\n\n   var _this = _possibleConstructorReturn(this, (ExtendableError.__proto__ || Object.getPrototypeOf(ExtendableError)).call(this, message));\n\n   Object.defineProperty(_this, 'message', {\n   configurable: true,\n   enumerable: false,\n   value: message,\n   writable: true\n   });\n   Object.defineProperty(_this, 'name', {\n   configurable: true,\n   enumerable: false,\n   value: _this.constructor.name,\n   writable: true\n   });\n\n   if (Error.hasOwnProperty('captureStackTrace')) {\n   Error.captureStackTrace(_this, _this.constructor);\n   return _possibleConstructorReturn(_this);\n   }\n\n   Object.defineProperty(_this, 'stack', {\n   configurable: true,\n   enumerable: false,\n   value: new Error(message).stack,\n   writable: true\n   });\n   return _this;\n }\n\n return ExtendableError;\n}(_extendableBuiltin(Error));\n\nexport default ExtendableError;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either
be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport ExtendableError from 'es6-error';\n\nvar SubmissionError = function (_ExtendableError) {\n _inherits(SubmissionError, _ExtendableError);\n\n function SubmissionError(errors) {\n   _classCallCheck(this, SubmissionError);\n\n   var _this = _possibleConstructorReturn(this, (SubmissionError.__proto__ || Object.getPrototypeOf(SubmissionError)).call(this, 'Submit Validation Failed'));\n\n   _this.errors = errors;\n   return _this;\n }\n\n return SubmissionError;\n}(ExtendableError);\n\nexport default SubmissionError;","var _extends = Object.assign || function (target) {\n for (var i
= 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n}\n\nimport isPromise from 'is-promise';\nimport SubmissionError from './SubmissionError';\n\nvar handleSubmit = function handleSubmit(submit, props, valid, asyncValidate, fields) {\n var dispatch = props.dispatch,\n   onSubmitFail = props.onSubmitFail,\n   onSubmitSuccess = props.onSubmitSuccess,\n   startSubmit = props.startSubmit,\n   stopSubmit = props.stopSubmit,\n   setSubmitFailed = props.setSubmitFailed,\n   setSubmitSucceeded = props.setSubmitSucceeded,\n   syncErrors = props.syncErrors,\n
      asyncErrors = props.asyncErrors,\n   touch = props.touch,\n   values = props.values,\n   persistentSubmitErrors = props.persistentSubmitErrors;\n touch.apply(undefined, _toConsumableArray(fields)); // mark all fields as touched\n\n if (valid || persistentSubmitErrors) {\n   var doSubmit = function doSubmit() {\n   var result = void 0;\n\n   try {\n   result = submit(values, dispatch, props);\n   } catch (submitError) {\n   var error = submitError instanceof SubmissionError ? submitError.errors : undefined;\n   stopSubmit(error);\n   setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n   if (onSubmitFail) {\n   onSubmitFail(error, dispatch, submitError, props);\n   }\n\n   if (error || onSubmitFail) {\n   // if you've provided an onSubmitFail callback, don't re-throw the error\n   return error;\n   } else {\n   throw submitError;\n   }\n   }\n\n   if (isPromise(result))

{\n startSubmit();\n return result.then(function (submitResult) {\n stopSubmit();\n setSubmitSucceeded();\n\n if (onSubmitSuccess) {\n onSubmitSuccess(submitResult, dispatch, props);\n }\n\n return submitResult;\n }, function (submitError) {\n var error = submitError instanceof SubmissionError ? submitError.errors : undefined;\n stopSubmit(error);\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n if (onSubmitFail) {\n onSubmitFail(error, dispatch, submitError, props);\n }\n\n if (error || onSubmitFail) {\n // if you've provided an onSubmitFail callback, don't re-throw the error\n return error;\n } else {\n throw submitError;\n }\n });\n } else {\n setSubmitSucceeded();\n\n if (onSubmitSuccess) {\n onSubmitSuccess(result, dispatch, props);\n\n }\n }\n\n return result;\n };\n\n var asyncValidateResult = asyncValidate && asyncValidate();\n\n if (asyncValidateResult) {\n return asyncValidateResult.then(function (asyncErrors) {\n if (asyncErrors) {\n throw asyncErrors;\n }\n\n return doSubmit();\n }).catch(function (asyncErrors) {\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n if (onSubmitFail) {\n onSubmitFail(asyncErrors, dispatch, null, props);\n }\n\n return Promise.reject(asyncErrors);\n });\n } else {\n return doSubmit();\n }\n } else {\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n var errors = _extends({}, asyncErrors, syncErrors);\n\n if (onSubmitFail) {\n onSubmitFail(errors, dispatch, null, props);\n }\n\n return errors;\n }\n};\n\nexport default handleSubmit;","var getErrorKeys = function getErrorKeys(name, type) {\n switch (type) {\n case 'Field':\n return [name, name + '._error'];\n\n case 'FieldArray':\n return [name + '._error'];\n\n default:\n throw new Error('Unknown field type');\n }\n};\n\nvar createHasError = function createHasError(_ref) {\n var getIn = _ref.getIn;\n\n var hasError = function hasError(field, syncErrors, asyncErrors, submitErrors) {\n if (!syncErrors && !asyncErrors && !submitErrors) {\n return false;\n }\n\n var name = getIn(field, 'name');\n var type = getIn(field, 'type');\n return getErrorKeys(name, type).some(function (key) {\n return getIn(syncErrors, key) || getIn(asyncErrors, key) || getIn(submitErrors, key);\n });\n };\n\n return hasError;\n};\n\nexport default createHasError;","import createHasError from '../hasError';\n\nvar createIsValid = function createIsValid(structure) {\n var getIn = structure.getIn,\n keys = structure.keys;\n var hasError = createHasError(structure);\n return function (form, getFormState)
{\n var ignoreSubmitErrors = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n return function (state) {\n var nonNullGetFormState = getFormState || function (state) {\n return getIn(state, 'form');\n };\n\n var formState = nonNullGetFormState(state);\n var syncError = getIn(formState, form + '.syncError');\n\n if (syncError) {\n return false;\n }\n\n if (!ignoreSubmitErrors) {\n var error = getIn(formState, form + '.error');\n\n if (error) {\n return false;\n }\n }\n\n var syncErrors = getIn(formState, form + '.syncErrors');\n var asyncErrors = getIn(formState, form + '.asyncErrors');\n var submitErrors = ignoreSubmitErrors ? undefined : getIn(formState, form + '.submitErrors');\n\n if (!syncErrors && !asyncErrors && !submitErrors) {\n return true;\n }\n\n var registeredFields = getIn(formState, form + '.registeredFields');\n\n
if (!registeredFields) {\n return true;\n }\n\n return !keys(registeredFields).filter(function (name) {\n return getIn(registeredFields, '[\\'' + name + '\\'].count') > 0;\n }).some(function (name) {\n return hasError(getIn(registeredFields, '[\\'' + name + '\\']'), syncErrors, asyncErrors, submitErrors);\n });\n };\n};\n\nexport default createIsValid;","var getDisplayName = function getDisplayName(Comp) {\n return Comp.displayName || Comp.name || 'Component';\n};\n\nexport default getDisplayName;","import _merge from 'lodash-es/merge';\nimport _mapValues from 'lodash-es/mapValues';\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target,
descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1;

i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n arr2[i] = arr[i];\n }\n\n return arr2;\n } else {\n return Array.from(arr);\n }\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nimport * as React from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport hoistStatics from 'hoist-non-react-statics';\nimport invariant from 'invariant';\nimport isPromise from 'is-promise';\nimport PropTypes from 'prop-types';\nimport { Component, createElement } from 'react';\nimport { connect } from 'react-redux';\nimport { bindActionCreators } from 'redux';\nimport importedActions from './actions';\nimport asyncValidation from './asyncValidation';\nimport defaultShouldAsyncValidate from './defaultShouldAsyncValidate';\nimport defaultShouldValidate from './defaultShouldValidate';\nimport defaultShouldError from './defaultShouldError';\nimport defaultShouldWarn from './defaultShouldWarn';\nimport silenceEvent from './events/silenceEvent';\nimport silenceEvents from './events/silenceEvents';\nimport generateValidator from './generateValidator';\nimport handleSubmit from './handleSubmit';\nimport createIsValid from './selectors/isValid';\nimport plain from './structure/plain';\nimport getDisplayName from './util/getDisplayName';\nimport isHotReloading from './util/isHotReloading';\n\nvar isClassComponent = function isClassComponent(Component) {\n return Boolean(Component && Component.prototype && _typeof(Component.prototype.isReactComponent) === 'object');\n}; // extract field-specific actions\n\n\nvar arrayInsert = importedActions.arrayInsert,\n arrayMove = importedActions.arrayMove,\n arrayPop = importedActions.arrayPop,\n arrayPush = importedActions.arrayPush,\n arrayRemove = importedActions.arrayRemove,\n arrayRemoveAll = importedActions.arrayRemoveAll,\n arrayShift = importedActions.arrayShift,\n arraySplice = importedActions.arraySplice,\n arraySwap = importedActions.arraySwap,\n arrayUnshift = importedActions.arrayUnshift,\n blur = importedActions.blur,\n change = importedActions.change,\n focus = importedActions.focus,\n formActions = _objectWithoutProperties(importedActions, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'blur', 'change', 'focus']);\n\nvar arrayActions = {\n arrayInsert: arrayInsert,\n arrayMove: arrayMove,\n arrayPop: arrayPop,\n arrayPush: arrayPush,\n arrayRemove: arrayRemove,\n arrayRemoveAll: arrayRemoveAll,\n arrayShift: arrayShift,\n arraySplice: arraySplice,\n arraySwap: arraySwap,\n arrayUnshift: arrayUnshift\n};\n\nvar propsToNotUpdateFor = [].concat(_toConsumableArray(Object.keys(importedActions)), ['array', 'asyncErrors', 'initialValues', 'syncErrors', 'syncWarnings', 'values', 'registeredFields']);\n\nvar checkSubmit = function checkSubmit(submit) {\n if (!submit || typeof submit !== 'function') {\n throw new Error('You must either pass

handleSubmit() an onSubmit function or pass onSubmit as a prop');\n }\n\n return submit;\n};\n/**\n * The decorator that is the main API to redux-form\n */\n\n\nvar createReduxForm = function createReduxForm(structure) {\n var deepEqual = structure.deepEqual,\n   empty = structure.empty,\n   getIn = structure.getIn,\n   setIn = structure.setIn,\n   keys = structure.keys,\n   fromJS = structure.fromJS;\n var isValid = createIsValid(structure);\n return function (initialConfig) {\n   var config = _extends({\n   touchOnBlur: true,\n   touchOnChange: false,\n   persistentSubmitErrors: false,\n   destroyOnUnmount: true,\n   shouldAsyncValidate: defaultShouldAsyncValidate,\n   shouldValidate: defaultShouldValidate,\n   shouldError: defaultShouldError,\n   shouldWarn: defaultShouldWarn,\n   enableReinitialize: false,\n   keepDirtyOnReinitialize: false,\n   updateUnregisteredFields: false,\n   getFormState: function getFormState(state) {\n   return getIn(state, 'form');\n   },\n   pure: true,\n   forceUnregisterOnUnmount: false\n   }, initialConfig);\n\n   return function (WrappedComponent) {\n   var Form = function (_Component) {\n   _inherits(Form, _Component);\n\n   function Form() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   _classCallCheck(this, Form);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = Form.__proto__ || Object.getPrototypeOf(Form)).call.apply(_ref, [this].concat(args))), _this), _this.destroyed = false, _this.fieldCounts = {}, _this.fieldValidators = {}, _this.lastFieldValidatorKeys = [], _this.fieldWarners = {}, _this.lastFieldWarnerKeys = [], _this.innerOnSubmit = undefined, _this.submitPromise = undefined, _this.getValues = function () {\n   return _this.props.values;\n   }, _this.isValid = function () {\n   return _this.props.valid;\n   }, _this.isPristine = function () {\n   return _this.props.pristine;\n   }, _this.register = function (name, type, getValidator, getWarner) {\n   var lastCount = _this.fieldCounts[name];\n   var nextCount = (lastCount || 0) + 1;\n   _this.fieldCounts[name] = nextCount;\n\n   _this.props.registerField(name, type);\n\n   if (getValidator) {\n   _this.fieldValidators[name] = getValidator;\n   }\n\n   if (getWarner) {\n   _this.fieldWarners[name] = getWarner;\n   }\n   }, _this.unregister = function (name) {\n   var lastCount = _this.fieldCounts[name];\n   if (lastCount === 1) delete _this.fieldCounts[name];else if (lastCount != null) _this.fieldCounts[name] = lastCount - 1;\n\n   if (!_this.destroyed) {\n   var _this$props = _this.props,\n   _destroyOnUnmount = _this$props.destroyOnUnmount,\n   _forceUnregisterOnUnmount = _this$props.forceUnregisterOnUnmount,\n   _unregisterField = _this$props.unregisterField;\n\n   if (_destroyOnUnmount || _forceUnregisterOnUnmount) {\n   _unregisterField(name, _destroyOnUnmount);\n\n   if (!_this.fieldCounts[name]) {\n   delete _this.fieldValidators[name];\n   delete _this.fieldWarners[name];\n   _this.lastFieldValidatorKeys = _this.lastFieldValidatorKeys.filter(function (key) {\n   return key !== name;\n   });\n   }\n   } else {\n   _unregisterField(name, false);\n   }\n   }\n   }, _this.getFieldList = function (options) {\n   var registeredFields = _this.props.registeredFields;\n   var list = [];\n\n   if (!registeredFields) {\n   return list;\n   }\n\n   var keySeq = keys(registeredFields);\n\n   if (options && options.excludeFieldArray) {\n   keySeq = keySeq.filter(function (name) {\n   return getIn(registeredFields, '[\\'' + name + '\\'].type') !== 'FieldArray';\n   });\n   }\n\n   return fromJS(keySeq.reduce(function (acc, key) {\n   acc.push(key);\n   return acc;\n   }, list));\n   }, _this.getValidators = function () {\n   var validators = {};\n   Object.keys(_this.fieldValidators).forEach(function (name) {\n   var validator = _this.fieldValidators[name]();\n\n   if (validator) {\n   validators[name] = validator;\n   }\n   });\n   return validators;\n   }, _this.generateValidator = function () {\n   var validators = _this.getValidators();\n\n   return Object.keys(validators).length ? generateValidator(validators, structure) : undefined;\n   }, _this.getWarners = function () {\n   var warners = {};\n   Object.keys(_this.fieldWarners).forEach(function (name) {\n   var warner = _this.fieldWarners[name]();\n\n   if (warner) {\n   warners[name] = warner;\n   }\n   });\n   return warners;\n   }, _this.generateWarner = function () {\n   var warners = _this.getWarners();\n\n   return

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Object.keys(warners).length
 ? generateValidator(warners, structure) : undefined;\n        }, _this.asyncValidate = function (name, value, trigger) {\n          var _this$props2 = _this.props,\n              asyncBlurFields = _this$props2.asyncBlurFields,\n asyncChangeFields = _this$props2.asyncChangeFields,\n              asyncErrors = _this$props2.asyncErrors,\n    asyncValidate = _this$props2.asyncValidate,\n              dispatch = _this$props2.dispatch,\n              initialized = _this$props2.initialized,\n              pristine = _this$props2.pristine,\n              shouldAsyncValidate = _this$props2.shouldAsyncValidate,\n              startAsyncValidation = _this$props2.startAsyncValidation,\n  stopAsyncValidation = _this$props2.stopAsyncValidation,\n              syncErrors = _this$props2.syncErrors,\n      values = _this$props2.values;\n          var submitting = !name;\n\n          var fieldNeedsValidation = function fieldNeedsValidation() {\n            var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\\[[0-9]+\\]/g, '[]'));\n            var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\\[[0-9]+\\]/g, '[]'));\n            var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);\n            return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);\n          };\n\n          if (asyncValidate) {\n            var valuesToValidate = submitting ? values : setIn(values, name, value);\n            var syncValidationPasses = submitting || !getIn(syncErrors, name);\n\n            if (fieldNeedsValidation() && shouldAsyncValidate({\n              asyncErrors: asyncErrors,\n              initialized: initialized,\n              trigger: submitting ? 'submit' : trigger,\n  blurredField: name,\n              pristine: pristine,\n              syncValidationPasses: syncValidationPasses\n            })) {\n              return asyncValidation(function () {\n                return asyncValidate(valuesToValidate, dispatch, _this.props, name);\n              }, startAsyncValidation, stopAsyncValidation, name);\n            }\n          }\n        }, _this.submitCompleted = function (result) {\n          delete _this.submitPromise;\n          return result;\n        }, _this.submitFailed = function (error) {\n          delete _this.submitPromise;\n          throw error;\n        }, _this.listenToSubmit = function (promise) {\n          if (!isPromise(promise)) {\n            return promise;\n          }\n\n          _this.submitPromise = promise;\n          return promise.then(_this.submitCompleted, _this.submitFailed);\n        }, _this.submit = function (submitOrEvent) {\n          var _this$props3 = _this.props,\n              onSubmit = _this$props3.onSubmit,\n              blur = _this$props3.blur,\n              change = _this$props3.change,\n              dispatch = _this$props3.dispatch;\n\n          if (!submitOrEvent || silenceEvent(submitOrEvent)) {\n            // submitOrEvent is an event: fire submit if not already submitting\n  if (!_this.submitPromise) {\n              // avoid recursive stack trace if use Form with onSubmit as handleSubmit\n              if (_this.innerOnSubmit && _this.innerOnSubmit !== _this.submit) {\n                // will call \"submitOrEvent is the submit function\" block below\n                return _this.innerOnSubmit();\n              } else {\n                return _this.listenToSubmit(handleSubmit(checkSubmit(onSubmit), _extends({}, _this.props, bindActionCreators({\n                  blur: blur,\n                  change: change\n                }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate,\n  _this.getFieldList({\n                  excludeFieldArray: true\n                })));\n              }\n            }\n          } else {\n            // submitOrEvent is the submit function: return deferred submit thunk\n            return silenceEvents(function () {\n              return !_this.submitPromise && _this.listenToSubmit(handleSubmit(checkSubmit(submitOrEvent), _extends({}, _this.props, bindActionCreators({\n                blur: blur,\n                change: change\n              }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({\n                excludeFieldArray: true\n      })));\n            });\n          }\n        }, _this.reset = function () {\n          return _this.props.reset();\n        }, _this.saveRef = function (ref) {\n          _this.wrapped = ref;\n        }, _temp), _possibleConstructorReturn(_this, _ret);\n      }\n\n      _createClass(Form, [{\n        key: 'getChildContext',\n        value: function getChildContext() {\n          var _this2 = this;\n\n          return {\n  _reduxForm: _extends({}, this.props, {\n              getFormState: function getFormState(state) {\n                return getIn(_this2.props.getFormState(state), _this2.props.form);\n              },\n              asyncValidate: this.asyncValidate,\n              getValues: this.getValues,\n              sectionPrefix: undefined,\n              register:
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this.register,\n              unregister: this.unregister,\n              registerInnerOnSubmit: function
registerInnerOnSubmit(innerOnSubmit) {\n              return _this2.innerOnSubmit = innerOnSubmit;\n
}\n            })\n          };\n        }\n      }, {\n        key: 'initIfNeeded',\n        value: function
initIfNeeded(nextProps) {\n          var enableReinitialize = this.props.enableReinitialize;\n\n          if (nextProps)
{\n
      if ((enableReinitialize || !nextProps.initialized) && !deepEqual(this.props.initialValues,
nextProps.initialValues)) {\n              var _keepDirty = nextProps.initialized &&
this.props.keepDirtyOnReinitialize;\n\n              this.props.initialize(nextProps.initialValues, _keepDirty, {\n
    keepValues: nextProps.keepValues,\n              lastInitialValues: this.props.initialValues,\n
updateUnregisteredFields: nextProps.updateUnregisteredFields\n            });\n          }\n        } else if
(this.props.initialValues && (!this.props.initialized || enableReinitialize)) {\n
this.props.initialize(this.props.initialValues, this.props.keepDirtyOnReinitialize, {\n              keepValues:
this.props.keepValues,\n              updateUnregisteredFields: this.props.updateUnregisteredFields\n            });\n
    }\n        }\n      }, {\n        key: 'updateSyncErrorsIfNeeded',\n        value: function
 updateSyncErrorsIfNeeded(nextSyncErrors, nextError, lastSyncErrors) {\n          var _props = this.props,\n
 error = _props.error,\n              updateSyncErrors = _props.updateSyncErrors;\n          var noErrors =
(!lastSyncErrors || !Object.keys(lastSyncErrors).length) && !error;\n          var nextNoErrors = (!nextSyncErrors ||
!Object.keys(nextSyncErrors).length) && !nextError;\n\n          if (!(noErrors && nextNoErrors) &&
(!plain.deepEqual(lastSyncErrors, nextSyncErrors) || !plain.deepEqual(error, nextError))) {\n
updateSyncErrors(nextSyncErrors, nextError);\n          }\n        }\n      }, {\n        key:
'clearSubmitPromiseIfNeeded',\n        value: function clearSubmitPromiseIfNeeded(nextProps) {\n          var
submitting = this.props.submitting;\n\n          if (this.submitPromise && submitting && !nextProps.submitting) {\n
        delete this.submitPromise;\n          }\n        }\n      }, {\n        key:
 'submitIfNeeded',\n        value: function submitIfNeeded(nextProps) {\n          var _props2 = this.props,\n
clearSubmit = _props2.clearSubmit,\n              triggerSubmit = _props2.triggerSubmit;\n\n          if (!triggerSubmit
&& nextProps.triggerSubmit) {\n            clearSubmit();\n            this.submit();\n          }\n        }\n      }, {\n
    key: 'shouldErrorFunction',\n        value: function shouldErrorFunction() {\n          var _props3 = this.props,\n
      shouldValidate = _props3.shouldValidate,\n              shouldError = _props3.shouldError;\n          var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n          var shouldErrorOverridden =
shouldError !== defaultShouldError;\n          return shouldValidateOverridden && !shouldErrorOverridden ?
shouldValidate : shouldError;\n        }\n      }, {\n        key: 'validateIfNeeded',\n        value: function
validateIfNeeded(nextProps)
 {\n          var _props4 = this.props,\n              validate = _props4.validate,\n              values = _props4.values;\n
      var shouldError = this.shouldErrorFunction();\n          var fieldLevelValidate = this.generateValidator();\n\n
    if (validate || fieldLevelValidate) {\n            var initialRender = nextProps === undefined;\n            var
fieldValidatorKeys = Object.keys(this.getValidators());\n          var validateParams = {\n            values:
values,\n            nextProps: nextProps,\n            props: this.props,\n            initialRender: initialRender,\n
      lastFieldValidatorKeys: this.lastFieldValidatorKeys,\n            fieldValidatorKeys: fieldValidatorKeys,\n
    structure: structure\n          };\n\n          if (shouldError(validateParams)) {\n            var propsToValidate =
initialRender || !nextProps ? this.props : nextProps;\n\n            var _merge2
 = _merge(validate ? validate(propsToValidate.values, propsToValidate) || {} : {}, fieldLevelValidate ?
fieldLevelValidate(propsToValidate.values, propsToValidate) || {} : {}),\n              _error = _merge2._error,\n
          nextSyncErrors = _objectWithoutProperties(_merge2, ['_error']);\n\n            this.lastFieldValidatorKeys
= fieldValidatorKeys;\n            this.updateSyncErrorsIfNeeded(nextSyncErrors, _error,
propsToValidate.syncErrors);\n          } else {\n            this.lastFieldValidatorKeys = [];\n          }\n
    }\n      }, {\n        key: 'updateSyncWarningsIfNeeded',\n        value: function
updateSyncWarningsIfNeeded(nextSyncWarnings, nextWarning, lastSyncWarnings) {\n          var _props5 =
this.props,\n              warning = _props5.warning,\n              syncWarnings = _props5.syncWarnings,\n
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updateSyncWarnings = _props5.updateSyncWarnings;\n var noWarnings = (!syncWarnings
 || !Object.keys(syncWarnings).length) && !warning;\n var nextNoWarnings = (!nextSyncWarnings ||
!Object.keys(nextSyncWarnings).length) && !nextWarning;\n\n if (!(noWarnings && nextNoWarnings) &&
(!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {\n
updateSyncWarnings(nextSyncWarnings, nextWarning);\n }\n }\n }, {\n key:
'shouldWarnFunction',\n value: function shouldWarnFunction() {\n var _props6 = this.props,\n
shouldValidate = _props6.shouldValidate,\n shouldWarn = _props6.shouldWarn;\n var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n var shouldWarnOverridden =
shouldWarn !== defaultShouldWarn;\n return shouldValidateOverridden && !shouldWarnOverridden ?
shouldValidate : shouldWarn;\n }\n }, {\n key: 'warnIfNeeded',\n value:
 function warnIfNeeded(nextProps) {\n var _props7 = this.props,\n warn = _props7.warn,\n
values = _props7.values;\n var shouldWarn = this.shouldWarnFunction();\n var fieldLevelWarn =
this.generateWarner();\n\n if (warn || fieldLevelWarn) {\n var initialRender = nextProps ===
undefined;\n var fieldWarnerKeys = Object.keys(this.getWarners());\n var validateParams = {\n
    values: values,\n nextProps: nextProps,\n props: this.props,\n initialRender:
initialRender,\n lastFieldValidatorKeys: this.lastFieldWarnerKeys,\n fieldValidatorKeys:
fieldWarnerKeys,\n structure: structure\n };\n\n if (shouldWarn(validateParams)) {\n
  var propsToWarn = initialRender || !nextProps ? this.props : nextProps;\n\n var _merge3 = _merge(warn
 ? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values,
propsToWarn) : {}),\n _warning = _merge3._warning,\n nextSyncWarnings =
_objectWithoutProperties(_merge3, ['_warning']);\n\n this.lastFieldWarnerKeys = fieldWarnerKeys;\n
    this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);\n }\n
    }\n }\n }, {\n key: 'componentWillMount',\n value: function componentWillMount() {\n
    if (!isHotReloading()) {\n this.initIfNeeded();\n this.validateIfNeeded();\n
this.warnIfNeeded();\n }\n\n invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and
will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');\n }\n }, {\n key:
'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps)
 {\n this.initIfNeeded(nextProps);\n this.validateIfNeeded(nextProps);\n
this.warnIfNeeded(nextProps);\n this.clearSubmitPromiseIfNeeded(nextProps);\n
this.submitIfNeeded(nextProps);\n var onChange = nextProps.onChange,\n values =
nextProps.values,\n dispatch = nextProps.dispatch;\n\n if (onChange && !deepEqual(values,
this.props.values)) {\n onChange(values, dispatch, nextProps, this.props.values);\n }\n }\n
}, {\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps) {\n
var _this3 = this;\n\n if (!this.props.pure) return true;\n var _config$immutableProp =
config.immutableProps,\n immutableProps = _config$immutableProp === undefined ? [] :
_config$immutableProp; // if we have children, we MUST update in React 16\n
    // https://twitter.com/erikras/status/915866544558788608\n\n return !!(this.props.children ||
nextProps.children || Object.keys(nextProps).some(function (prop) {\n // useful to debug rerenders\n
// if (!plain.deepEqual(this.props[ prop ], nextProps[ prop ])) {\n //   console.info(prop, 'changed', this.props[
prop ], '==>', nextProps[ prop ])\n // }\n if (~immutableProps.indexOf(prop)) {\n return
_this3.props[prop] !== nextProps[prop];\n }\n\n return !~propsToNotUpdateFor.indexOf(prop) &&
!deepEqual(_this3.props[prop], nextProps[prop]);\n }));\n }\n }, {\n key:
'componentDidMount',\n value: function componentDidMount() {\n if (!isHotReloading()) {\n
this.initIfNeeded(this.props);\n this.validateIfNeeded();\n this.warnIfNeeded();\n }\n\n
invariant(this.props.shouldValidate,
 'shouldValidate() is deprecated and will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');\n
}\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n var
_props8 = this.props,\n destroyOnUnmount = _props8.destroyOnUnmount,\n destroy =
```

_props8.destroy;\n\n if (destroyOnUnmount && !isHotReloading()) {\n this.destroyed = true;\n destroy();\n }\n }\n }, {\n key: 'render',\n value: function render() {\n // remove some redux-form config-only props\n\n /* eslint-disable no-unused-vars */\n var _props9 = this.props,\n anyTouched = _props9.anyTouched,\n array = _props9.array,\n arrayInsert = _props9.arrayInsert,\n arrayMove = _props9.arrayMove,\n arrayPop = _props9.arrayPop,\n arrayPush = _props9.arrayPush,\n arrayRemove = _props9.arrayRemove,\n arrayRemoveAll = _props9.arrayRemoveAll,\n arrayShift = _props9.arrayShift,\n arraySplice = _props9.arraySplice,\n arraySwap = _props9.arraySwap,\n arrayUnshift = _props9.arrayUnshift,\n asyncErrors = _props9.asyncErrors,\n asyncValidate = _props9.asyncValidate,\n asyncValidating = _props9.asyncValidating,\n blur = _props9.blur,\n change = _props9.change,\n clearSubmit = _props9.clearSubmit,\n destroy = _props9.destroy,\n destroyOnUnmount = _props9.destroyOnUnmount,\n forceUnregisterOnUnmount = _props9.forceUnregisterOnUnmount,\n dirty = _props9.dirty,\n dispatch = _props9.dispatch,\n enableReinitialize = _props9.enableReinitialize,\n error = _props9.error,\n focus = _props9.focus,\n form = _props9.form,\n getFormState = _props9.getFormState,\n immutableProps = _props9.immutableProps,\n initialize = _props9.initialize,\n initialized = _props9.initialized,\n initialValues = _props9.initialValues,\n invalid = _props9.invalid,\n keepDirtyOnReinitialize = _props9.keepDirtyOnReinitialize,\n keepValues = _props9.keepValues,\n updateUnregisteredFields = _props9.updateUnregisteredFields,\n pristine = _props9.pristine,\n propNamespace = _props9.propNamespace,\n registeredFields = _props9.registeredFields,\n registerField = _props9.registerField,\n reset = _props9.reset,\n resetSection = _props9.resetSection,\n setSubmitFailed = _props9.setSubmitFailed,\n setSubmitSucceeded = _props9.setSubmitSucceeded,\n shouldAsyncValidate = _props9.shouldAsyncValidate,\n shouldValidate = _props9.shouldValidate,\n shouldError = _props9.shouldError,\n shouldWarn = _props9.shouldWarn,\n startAsyncValidation = _props9.startAsyncValidation,\n startSubmit = _props9.startSubmit,\n stopAsyncValidation = _props9.stopAsyncValidation,\n stopSubmit = _props9.stopSubmit,\n submitting = _props9.submitting,\n submitFailed = _props9.submitFailed,\n submitSucceeded = _props9.submitSucceeded,\n touch = _props9.touch,\n touchOnBlur = _props9.touchOnBlur,\n touchOnChange = _props9.touchOnChange,\n persistentSubmitErrors = _props9.persistentSubmitErrors,\n syncErrors = _props9.syncErrors,\n syncWarnings = _props9.syncWarnings,\n unregisterField = _props9.unregisterField,\n untouch = _props9.untouch,\n updateSyncErrors = _props9.updateSyncErrors,\n updateSyncWarnings = _props9.updateSyncWarnings,\n valid = _props9.valid,\n validExceptSubmit = _props9.validExceptSubmit,\n values = _props9.values,\n warning = _props9.warning,\n rest = _objectWithoutProperties(_props9, ['anyTouched', 'array', 'arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'asyncErrors', 'asyncValidate', 'asyncValidating', 'blur', 'change', 'clearSubmit', 'destroy', 'destroyOnUnmount', 'forceUnregisterOnUnmount', 'dirty', 'dispatch', 'enableReinitialize', 'error', 'focus', 'form', 'getFormState', 'immutableProps', 'initialize', 'initialized', 'initialValues', 'invalid', 'keepDirtyOnReinitialize', 'keepValues', 'updateUnregisteredFields', 'pristine', 'propNamespace', 'registeredFields', 'registerField', 'reset', 'resetSection', 'setSubmitFailed', 'setSubmitSucceeded', 'shouldAsyncValidate', 'shouldValidate', 'shouldError', 'shouldWarn', 'startAsyncValidation', 'startSubmit', 'stopAsyncValidation', 'stopSubmit', 'submitting', 'submitFailed', 'submitSucceeded', 'touch', 'touchOnBlur', 'touchOnChange', 'persistentSubmitErrors', 'syncErrors', 'syncWarnings', 'unregisterField', 'untouch', 'updateSyncErrors', 'updateSyncWarnings', 'valid', 'validExceptSubmit', 'values', 'warning']);\n /* eslint-enable no-unused-vars */\n\n var reduxFormProps = _extends({\n array: array,\n anyTouched: anyTouched,\n asyncValidate: this.asyncValidate,\n asyncValidating: asyncValidating\n }, bindActionCreators({\n blur: blur,\n change: change\n

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}, dispatch), {\n
  clearSubmit: clearSubmit,\n  destroy: destroy,\n  dirty: dirty,\n  dispatch: dispatch,\n
  error: error,\n  form: form,\n  handleSubmit: this.submit,\n  initialize: initialize,\n
  initialized: initialized,\n  initialValues: initialValues,\n  invalid: invalid,\n  pristine: pristine,\n
  reset: reset,\n  resetSection: resetSection,\n  submitting: submitting,\n  submitFailed:
submitFailed,\n  submitSucceeded: submitSucceeded,\n  touch: touch,\n  untouch: untouch,\n
  valid: valid,\n  warning: warning\n  });\n\n  var propsToPass = _extends({},
propNamespace ? _defineProperty({}, propNamespace, reduxFormProps) : reduxFormProps, rest);\n\n  if
(isClassComponent(WrappedComponent)) {\n  ;\n
 propsToPass.ref = this.saveRef;\n  }\n\n  return createElement(WrappedComponent, propsToPass);\n
  }\n  }]);\n\n  return Form;\n  }(Component);\n\n  Form.displayName = 'Form(' +
getDisplayName(WrappedComponent) + ')';\n  Form.WrappedComponent = WrappedComponent;\n
Form.childContextTypes = {\n  _reduxForm: PropTypes.object.isRequired\n  };\n  Form.propTypes = {\n
 destroyOnUnmount: PropTypes.bool,\n  forceUnregisterOnUnmount: PropTypes.bool,\n  form:
PropTypes.string.isRequired,\n  immutableProps: PropTypes.arrayOf(PropTypes.string),\n  initialValues:
PropTypes.oneOfType([PropTypes.array, PropTypes.object]),\n  getFormState: PropTypes.func,\n
onSubmitFail: PropTypes.func,\n  onSubmitSuccess: PropTypes.func,\n  propNamespace:
PropTypes.string,\n  validate: PropTypes.func,\n  warn: PropTypes.func,\n  touchOnBlur:
PropTypes.bool,\n  touchOnChange:
 PropTypes.bool,\n  triggerSubmit: PropTypes.bool,\n  persistentSubmitErrors: PropTypes.bool,\n
registeredFields: PropTypes.any\n  };\n  var connector = connect(function (state, props) {\n  var form =
props.form,\n  getFormState = props.getFormState,\n  initialValues = props.initialValues,\n
enableReinitialize = props.enableReinitialize,\n  keepDirtyOnReinitialize = props.keepDirtyOnReinitialize;\n
  var formState = getIn(getFormState(state) || empty, form) || empty;\n  var stateInitial = getIn(formState,
'initial');\n  var initialized = !!stateInitial;\n  var shouldUpdateInitialValues = enableReinitialize &&
initialized && !deepEqual(initialValues, stateInitial);\n  var shouldResetValues = shouldUpdateInitialValues
&& !keepDirtyOnReinitialize;\n  var initial = initialValues || stateInitial || empty;\n\n  if
(shouldUpdateInitialValues) {\n  initial = stateInitial
 || empty;\n  }\n\n  var values = getIn(formState, 'values') || initial;\n\n  if (shouldResetValues) {\n
values = initial;\n  }\n\n  var pristine = shouldResetValues || deepEqual(initial, values);\n  var
asyncErrors = getIn(formState, 'asyncErrors');\n  var syncErrors = getIn(formState, 'syncErrors') || plain.empty;\n
  var syncWarnings = getIn(formState, 'syncWarnings') || plain.empty;\n  var registeredFields =
getIn(formState, 'registeredFields');\n  var valid = isValid(form, getFormState, false)(state);\n  var
validExceptSubmit = isValid(form, getFormState, true)(state);\n  var anyTouched = !!getIn(formState,
'anyTouched');\n  var submitting = !!getIn(formState, 'submitting');\n  var submitFailed = !!getIn(formState,
'submitFailed');\n  var submitSucceeded = !!getIn(formState, 'submitSucceeded');\n  var error =
getIn(formState, 'error');\n  var warning = getIn(formState, 'warning');\n
  var triggerSubmit = getIn(formState, 'triggerSubmit');\n  return {\n  anyTouched: anyTouched,\n
asyncErrors: asyncErrors,\n  asyncValidating: getIn(formState, 'asyncValidating') || false,\n  dirty:
!pristine,\n  error: error,\n  initialized: initialized,\n  invalid: !valid,\n  pristine: pristine,\n
registeredFields: registeredFields,\n  submitting: submitting,\n  submitFailed: submitFailed,\n
submitSucceeded: submitSucceeded,\n  syncErrors: syncErrors,\n  syncWarnings: syncWarnings,\n
triggerSubmit: triggerSubmit,\n  values: values,\n  valid: valid,\n  validExceptSubmit:
validExceptSubmit,\n  warning: warning\n  };\n  }, function (dispatch, initialProps) {\n  var bindForm
= function bindForm(actionCreator) {\n  return actionCreator.bind(null, initialProps.form);\n  }; // Bind the
 first parameter on `props.form`\n\n\n  var boundFormACs = _mapValues(formActions, bindForm);\n\n  var
boundArrayACs = _mapValues(arrayActions, bindForm);\n\n  var boundBlur = function boundBlur(field, value)
{\n  return blur(initialProps.form, field, value, !!initialProps.touchOnBlur);\n  };\n\n  var boundChange
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= function boundChange(field, value) {\n return change(initialProps.form, field, value, !!initialProps.touchOnChange, !!initialProps.persistentSubmitErrors);\n };\n\n var boundFocus = bindForm(focus); // Wrap action creators with `dispatch`\n\n var connectedFormACs = bindActionCreators(boundFormACs, dispatch);\n var connectedArrayACs = {\n insert: bindActionCreators(boundArrayACs.arrayInsert, dispatch),\n move: bindActionCreators(boundArrayACs.arrayMove, dispatch),\n pop: bindActionCreators(boundArrayACs.arrayPop, dispatch),\n push: bindActionCreators(boundArrayACs.arrayPush, dispatch),\n remove: bindActionCreators(boundArrayACs.arrayRemove, dispatch),\n removeAll: bindActionCreators(boundArrayACs.arrayRemoveAll, dispatch),\n shift: bindActionCreators(boundArrayACs.arrayShift, dispatch),\n splice: bindActionCreators(boundArrayACs.arraySplice, dispatch),\n swap: bindActionCreators(boundArrayACs.arraySwap, dispatch),\n unshift: bindActionCreators(boundArrayACs.arrayUnshift, dispatch)\n };\n\n var computedActions = _extends({}, connectedFormACs, boundArrayACs, {\n blur: boundBlur,\n change: boundChange,\n array: connectedArrayACs,\n focus: boundFocus,\n dispatch: dispatch\n });\n\n return function () {\n return computedActions;\n };\n }, undefined, {\n withRef: true\n });\n var ConnectedForm = hoistStatics(connector(Form), WrappedComponent);\n ConnectedForm.defaultProps = config; // build outer component to expose instance api\n\n var ReduxForm = function (_Component2) {\n _inherits(ReduxForm, _Component2);\n\n function ReduxForm() {\n _classCallCheck(this, ReduxForm);\n\n return _possibleConstructorReturn(this, (ReduxForm.__proto__ || Object.getPrototypeOf(ReduxForm)).apply(this, arguments));\n }\n\n _createClass(ReduxForm, [{\n key: 'submit',\n value: function submit() {\n return this.ref && this.ref.getWrappedInstance().submit();\n }\n }, {\n key: 'reset',\n value: function reset() {\n if (this.ref) {\n this.ref.getWrappedInstance().reset();\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this5 = this;\n\n var _props10 = this.props,\n initialValues = _props10.initialValues,\n rest = _objectWithoutProperties(_props10, ['initialValues']);\n\n return createElement(ConnectedForm, _extends({}, rest, {\n ref: function ref(_ref3) {\n _this5.ref = _ref3;\n },\n // convert initialValues if need to\n initialValues: fromJS(initialValues)\n }));\n }\n }, {\n key: 'valid',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isValid());\n }\n }, {\n key: 'invalid',\n get: function get() {\n return !this.valid;\n }\n }, {\n key: 'pristine',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isPristine());\n }\n }, {\n key: 'dirty',\n get: function get() {\n return !this.pristine;\n }\n }, {\n key: 'values',\n get: function get() {\n return this.ref ? this.ref.getWrappedInstance().getValues() : empty;\n }\n }, {\n key: 'fieldList',\n get: function get() {\n // mainly provided for testing\n return this.ref ? this.ref.getWrappedInstance().getFieldList() : [];\n }\n }, {\n key: 'wrappedInstance',\n get: function get() {\n // for testing\n return this.ref && this.ref.getWrappedInstance().wrapped;\n }\n }]);\n\n return ReduxForm;\n }(Component);\n\n polyfill(ReduxForm);\n return hoistStatics(ReduxForm, WrappedComponent);\n };\n};\n};\n\nexport default createReduxForm;","import createReduxForm from './createReduxForm';\nimport plain from './structure/plain';\nexport default createReduxForm(plain);","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n\n return target;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return

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target;\n}\n\nvar processProps = function processProps(type, props, _value, deepEqual) {\n  var value =
props.value;\n\n  if (type === 'checkbox') {\n    return _extends({}, props, {\n      checked: !!value\n    });\n  }\n\n  if
(type === 'radio') {\n    return _extends({}, props, {\n      checked: deepEqual(value, _value),\n      value: _value\n
});\n  }\n\n  if (type === 'select-multiple') {\n    return _extends({}, props, {\n      value: value || []\n    });\n  }\n\n  if
(type === 'file') {\n    return _extends({}, props, {\n      value: value || undefined\n    });\n  }\n\n  return
props;\n};\n\nvar createFieldProps
 = function createFieldProps(_ref2, name, _ref) {\n  var getIn = _ref2.getIn,\n      toJS = _ref2.toJS,\n      deepEqual
= _ref2.deepEqual;\n\n  var asyncError = _ref.asyncError,\n      asyncValidating = _ref.asyncValidating,\n      onBlur
= _ref.onBlur,\n      onChange = _ref.onChange,\n      onDrop = _ref.onDrop,\n      onDragStart =
_ref.onDragStart,\n      dirty = _ref.dirty,\n      dispatch = _ref.dispatch,\n      onFocus = _ref.onFocus,\n      form =
_ref.form,\n      format = _ref.format,\n      initial = _ref.initial,\n      parse = _ref.parse,\n      pristine =
_ref.pristine,\n      props = _ref.props,\n      state = _ref.state,\n      submitError = _ref.submitError,\n      submitFailed
= _ref.submitFailed,\n      submitting = _ref.submitting,\n      syncError = _ref.syncError,\n      syncWarning =
_ref.syncWarning,\n      validate = _ref.validate,\n      value = _ref.value,\n      _value = _ref._value,\n      warn =
_ref.warn,\n      custom = _objectWithoutProperties(_ref, ['asyncError',
 'asyncValidating', 'onBlur', 'onChange', 'onDrop', 'onDragStart', 'dirty', 'dispatch', 'onFocus', 'form', 'format', 'initial',
'parse', 'pristine', 'props', 'state', 'submitError', 'submitFailed', 'submitting', 'syncError', 'syncWarning', 'validate',
'value', '_value', 'warn']);\n\n  var error = syncError || asyncError || submitError;\n  var warning = syncWarning;\n\n
var formatFieldValue = function formatFieldValue(value, format) {\n    if (format === null) {\n      return value;\n
}\n\n    var defaultFormattedValue = value == null ? '' : value;\n    return format ? format(value, name) :
defaultFormattedValue;\n  };\n\n  var formattedFieldValue = formatFieldValue(value, format);\n  return {\n    input:
processProps(custom.type, {\n      name: name,\n      onBlur: onBlur,\n      onChange: onChange,\n      onDragStart:
onDragStart,\n      onDrop: onDrop,\n      onFocus: onFocus,\n      value: formattedFieldValue\n    }, _value,
deepEqual),\n    meta: _extends({}, toJS(state),
 {\n      active: !!(state && getIn(state, 'active')),\n      asyncValidating: asyncValidating,\n      autofilled: !!(state &&
getIn(state, 'autofilled')),\n      dirty: dirty,\n      dispatch: dispatch,\n      error: error,\n      form: form,\n      initial:
initial,\n      warning: warning,\n      invalid: !!error,\n      pristine: pristine,\n      submitting: !!submitting,\n
submitFailed: !!submitFailed,\n      touched: !!(state && getIn(state, 'touched')),\n      valid: !error,\n      visited:
!!(state && getIn(state, 'visited'))\n    }),\n    custom: _extends({}, custom, props)\n  };\n};\n\nexport default
createFieldProps;","import isEvent from './isEvent';\n\nvar getSelectedValues = function getSelectedValues(options)
{\n  var result = [];\n\n  if (options) {\n    for (var index = 0; index < options.length; index++) {\n      var option =
options[index];\n\n      if (option.selected) {\n        result.push(option.value);\n      }\n    }\n  }\n\n  return
result;\n};\n\nvar
 getValue = function getValue(event, isReactNative) {\n  if (isEvent(event)) {\n    if (!isReactNative &&
event.nativeEvent && event.nativeEvent.text !== undefined) {\n      return event.nativeEvent.text;\n    }\n\n    if
(isReactNative && event.nativeEvent !== undefined) {\n      return event.nativeEvent.text;\n    }\n\n    var
detypedEvent = event;\n    var _detypedEvent$target = detypedEvent.target,\n        type =
_detypedEvent$target.type,\n        value = _detypedEvent$target.value,\n        checked =
_detypedEvent$target.checked,\n        files = _detypedEvent$target.files,\n        dataTransfer =
detypedEvent.dataTransfer;\n\n    if (type === 'checkbox') {\n      return !!checked;\n    }\n\n    if (type === 'file') {\n
    return files || dataTransfer && dataTransfer.files;\n    }\n\n    if (type === 'select-multiple') {\n      return
getSelectedValues(event.target.options);\n    }\n\n    return value;\n  }\n\n  return event;\n};\n\nexport default
getValue;","var isReactNative
 = typeof window !== 'undefined' && window.navigator && window.navigator.product &&
window.navigator.product === 'ReactNative';\nexport default isReactNative;","import getValue from
'./getValue';\nimport isReactNative from '../isReactNative';\n\nvar onChangeValue = function
onChangeValue(event, _ref) {\n  var name = _ref.name,\n      parse = _ref.parse,\n      normalize = _ref.normalize; //
read value from input\n\n  var value = getValue(event, isReactNative); // parse value if we have a parser\n\n  if
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(parse) {\n value = parse(value, name);\n } // normalize value\n\n\n if (normalize) {\n value = normalize(name, value);\n }\n\n return value;\n};\n\nexport default onChangeValue;","export var dataKey = 'text';","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n
  }\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n
  value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport createFieldProps from './createFieldProps';\nimport onChangeValue from './events/onChangeValue';\nimport { dataKey } from './util/eventConsts';\nimport plain from './structure/plain';\nimport isReactNative from './isReactNative';\n\nvar propsToNotUpdateFor = ['_reduxForm'];\n\nvar isObject = function isObject(entity) {\n return entity && (typeof entity === 'undefined' ? 'undefined' : _typeof(entity)) === 'object';\n};\n\nvar isFunction = function isFunction(entity) {\n return entity && typeof entity === 'function';\n};\n\nvar eventPreventDefault = function eventPreventDefault(event) {\n if (isObject(event) && isFunction(event.preventDefault))
  {\n event.preventDefault();\n }\n};\n\nvar eventDataTransferGetData = function eventDataTransferGetData(event, key) {\n if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.getData)) {\n return event.dataTransfer.getData(key);\n }\n};\n\nvar eventDataTransferSetData = function eventDataTransferSetData(event, key, value) {\n if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.setData)) {\n event.dataTransfer.setData(key, value);\n }\n};\n\nvar createConnectedField = function createConnectedField(structure) {\n var deepEqual = structure.deepEqual,\n getIn = structure.getIn;\n\n var getSyncError = function getSyncError(syncErrors, name) {\n var error = plain.getIn(syncErrors, name); // Because the error for this field might not be at a level in the error structure where\n // it can be set directly, it might need to be unwrapped from the _error property\n\n return error && error._error ? error._error : error;\n };\n\n var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n var warning = getIn(syncWarnings, name); // Because the warning for this field might not be at a level in the warning structure where\n // it can be set directly, it might need to be unwrapped from the _warning property\n\n return warning && warning._warning ? warning._warning : warning;\n };\n\n var ConnectedField = function (_Component) {\n _inherits(ConnectedField, _Component);\n\n function ConnectedField() {\n var _ref;\n\n var _temp, _this, _ret;\n\n _classCallCheck(this, ConnectedField);\n\n for (var _len =

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arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n        args[_key] = arguments[_key];\n      }\n\n      return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedField.__proto__ || Object.getPrototypeOf(ConnectedField)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref) {\n        return _this.ref = ref;\n      }, _this.isPristine = function () {\n        return _this.props.pristine;\n      }, _this.getValue = function () {\n        return _this.props.value;\n      }, _this.handleChange = function (event) {\n        var _this$props = _this.props,\n            name = _this$props.name,\n            dispatch = _this$props.dispatch,\n            parse = _this$props.parse,\n            normalize = _this$props.normalize,\n            onChange = _this$props.onChange,\n            _reduxForm = _this$props._reduxForm,\n            previousValue = _this$props.value;\n        var newValue = onChangeValue(event, {\n          name: name,\n          parse: parse,\n          normalize: normalize\n        });\n        var defaultPrevented = false;\n\n        if (onChange) {\n          // Can't seem to find a way to extend Event in React Native,\n          // thus I simply avoid adding preventDefault() in a RN environment\n          // to prevent
 the following error:\n          // `One of the sources for assign has an enumerable key on the prototype chain`\n          // Reference: https://github.com/facebook/react-native/issues/5507\n          if (!isReactNative) {\n            onChange(_extends({}, event, {\n              preventDefault: function preventDefault() {\n                defaultPrevented = true;\n                return eventPreventDefault(event);\n              }\n            }), newValue, previousValue, name);\n          } else {\n            onChange(event, newValue, previousValue, name);\n          }\n        }\n\n        if (!defaultPrevented) {\n          // dispatch change action\n          dispatch(_reduxForm.change(name, newValue)); // call post-change callback\n\n          if (_reduxForm.asyncValidate) {\n            _reduxForm.asyncValidate(name, newValue, 'change');\n          }\n        }\n      }, _this.handleFocus = function (event) {\n        var _this$props2 = _this.props,\n            name = _this$props2.name,\n            dispatch = _this$props2.dispatch,\n            onFocus = _this$props2.onFocus,\n            _reduxForm = _this$props2._reduxForm;\n        var defaultPrevented = false;\n\n        if (onFocus) {\n          if (!isReactNative) {\n            onFocus(_extends({}, event, {\n              preventDefault: function preventDefault() {\n                defaultPrevented = true;\n                return eventPreventDefault(event);\n              }\n            }), name);\n          } else {\n            onFocus(event, name);\n          }\n        }\n\n        if (!defaultPrevented) {\n          dispatch(_reduxForm.focus(name));\n        }\n      }, _this.handleBlur = function (event) {\n        var _this$props3 = _this.props,\n            name = _this$props3.name,\n            dispatch = _this$props3.dispatch,\n            parse = _this$props3.parse,\n            normalize = _this$props3.normalize,\n            onBlur = _this$props3.onBlur,\n            _reduxForm = _this$props3._reduxForm,\n            _value = _this$props3._value,\n            previousValue = _this$props3.value;\n        var newValue = onChangeValue(event, {\n          name: name,\n          parse: parse,\n          normalize: normalize\n        }); // for checkbox and radio, if the value property of checkbox or radio equals\n          // the value passed by blur event, then fire blur action with previousValue.\n\n        if (newValue === _value && _value !== undefined) {\n          newValue = previousValue;\n        }\n\n        var defaultPrevented = false;\n\n        if (onBlur) {\n          if (!isReactNative) {\n            onBlur(_extends({}, event, {\n              preventDefault: function preventDefault() {\n                defaultPrevented = true;\n                return eventPreventDefault(event);\n              }\n            }), newValue, previousValue, name);\n          } else {\n            onBlur(event, newValue, previousValue, name);\n          }\n        }\n\n        if (!defaultPrevented) {\n          // dispatch blur action\n          dispatch(_reduxForm.blur(name, newValue)); // call post-blur callback\n\n          if (_reduxForm.asyncValidate) {\n            _reduxForm.asyncValidate(name, newValue, 'blur');\n          }\n        }\n      }, _this.handleDragStart = function (event) {\n        var _this$props4 = _this.props,\n            name = _this$props4.name,\n            onDragStart = _this$props4.onDragStart,\n            value = _this$props4.value;\n        eventDataTransferSetData(event, dataKey, value == null ? '' : value);\n\n        if (onDragStart) {\n          onDragStart(event, name);\n        }\n      }, _this.handleDrop = function (event) {\n        var _this$props5 = _this.props,\n            name = _this$props5.name,\n            dispatch = _this$props5.dispatch,\n            onDrop = _this$props5.onDrop,\n            _reduxForm = _this$props5._reduxForm,\n            previousValue = _this$props5.value;\n        var newValue
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= eventDataTransferGetData(event, dataKey);\n var defaultPrevented = false;\n\n if (onDrop) {\n onDrop(_extends({}, event, {\n preventDefault: function preventDefault() {\n defaultPrevented = true;\n return eventPreventDefault(event);\n }\n }), newValue, previousValue, name);\n }\n\n if (!defaultPrevented) {\n // dispatch change action\n dispatch(_reduxForm.change(name, newValue));\n eventPreventDefault(event);\n }\n }, _temp), _possibleConstructorReturn(_this, _ret);\n }\n\n _createClass(ConnectedField, [{\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps) {\n var _this2 = this;\n\n var nextPropsKeys = Object.keys(nextProps);\n var thisPropsKeys = Object.keys(this.props); // if we have children, we MUST update in React 16\n // https://twitter.com/erikras/status/915866544558788608\n\n return !!(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length || nextPropsKeys.some(function (prop) {\n if (~(nextProps.immutableProps || []).indexOf(prop)) {\n return _this2.props[prop] !== nextProps[prop];\n }\n\n return !~propsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop], nextProps[prop]);\n }));\n }\n }, {\n key: 'getRenderedComponent',\n value: function getRenderedComponent() {\n return this.ref;\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n component = _props.component,\n withRef = _props.withRef,\n name = _props.name,\n _reduxForm = _props._reduxForm,\n normalize = _props.normalize,\n onBlur = _props.onBlur,\n onChange = _props.onChange,\n onFocus = _props.onFocus,\n onDragStart = _props.onDragStart,\n onDrop = _props.onDrop,\n immutableProps = _props.immutableProps,\n rest = _objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'normalize', 'onBlur', 'onChange', 'onFocus', 'onDragStart', 'onDrop', 'immutableProps']);\n\n var _createFieldProps = createFieldProps(structure, name, _extends({}, rest, {\n form: _reduxForm.form,\n onBlur: this.handleBlur,\n onChange: this.handleChange,\n onDrop: this.handleDrop,\n onDragStart: this.handleDragStart,\n onFocus: this.handleFocus\n })),\n custom = _createFieldProps.custom,\n props = _objectWithoutProperties(_createFieldProps, ['custom']);\n\n if (withRef) {\n custom.ref = this.saveRef;\n }\n\n if (typeof component === 'string') {\n var input = props.input,\n meta = props.meta; // eslint-disable-line no-unused-vars\n // flatten input into other props\n\n return createElement(component, _extends({}, input, custom));\n } else {\n return createElement(component, _extends({}, props, custom));\n }\n }\n }]);\n\n return ConnectedField;\n }(Component);\n\n ConnectedField.propTypes = {\n component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n props: PropTypes.object\n };\n var connector = connect(function (state, ownProps) {\n var name = ownProps.name,\n _ownProps$_reduxForm = ownProps._reduxForm,\n initialValues = _ownProps$_reduxForm.initialValues,\n getFormState = _ownProps$_reduxForm.getFormState;\n var formState = getFormState(state);\n var initialState = getIn(formState, 'initial.' + name);\n var initial = initialState !== undefined ? initialState : initialValues && getIn(initialValues, name);\n var value = getIn(formState, 'values.' + name);\n var submitting = getIn(formState, 'submitting');\n var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n var syncWarning = getSyncWarning(getIn(formState, 'syncWarnings'), name);\n var pristine = deepEqual(value, initial);\n return {\n asyncError: getIn(formState, 'asyncErrors.' + name),\n asyncValidating: getIn(formState, 'asyncValidating') === name,\n dirty: !pristine,\n pristine: pristine,\n state: getIn(formState, 'fields.' + name),\n submitError: getIn(formState, 'submitErrors.' + name),\n submitFailed: getIn(formState, 'submitFailed'),\n submitting: submitting,\n syncError: syncError,\n syncWarning: syncWarning,\n initial: initial,\n value: value,\n _value: ownProps.value // save value passed in (for checkboxes)\n\n };\n }, undefined, undefined, {\n withRef: true\n });\n return connector(ConnectedField);\n};\n\nexport default createConnectedField;","import _isEqualWith from 'lodash-es/isEqualWith';\n\nvar customizer = function customizer(objectValue, otherValue, indexOrkey, object, other, stack) {\n // https://lodash.com/docs/4.17.4#isEqualWith\n if (stack) {\n // Shallow compares\n // For 1st level, stack ===

undefined.\n // -> Do nothing (and implicitly return undefined so that it goes to compare 2nd level)\n // For 2nd level and up, stack !== undefined.\n // -> Compare by === operator\n return objectValue === otherValue;\n }\n};\n\nvar shallowCompare = function shallowCompare(instance, nextProps, nextState) {\n var propsEqual = _isEqualWith(instance.props, nextProps, customizer);\n\n var stateEqual = _isEqualWith(instance.state, nextState, customizer);\n\n return !propsEqual || !stateEqual;\n};\n\nexport default shallowCompare;","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key))
 {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this
 hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant from 'invariant';\nimport createConnectedField from './ConnectedField';\nimport shallowCompare from './util/shallowCompare';\nimport
 prefixName from './util/prefixName';\nimport plain from './structure/plain';\n\nvar createField = function createField(structure) {\n var ConnectedField = createConnectedField(structure);\n var setIn = structure.setIn;\n\n var Field = function (_Component) {\n _inherits(Field, _Component);\n\n function Field(props, context) {\n _classCallCheck(this, Field);\n\n var _this = _possibleConstructorReturn(this, (Field.__proto__ || Object.getPrototypeOf(Field)).call(this, props, context));\n\n _this.saveRef = function (ref) {\n return _this.ref = ref;\n };\n\n _this.normalize = function (name, value) {\n var normalize = _this.props.normalize;\n\n if (!normalize) {\n return value;\n }\n\n var previousValues = _this.context._reduxForm.getValues();\n\n var previousValue = _this.value;\n var nextValues = setIn(previousValues, name, value);\n return normalize(value, previousValue,
 nextValues, previousValues);\n };\n\n if (!context._reduxForm) {\n throw new Error('Field must be inside a component decorated with reduxForm()');\n }\n\n return _this;\n }\n\n _createClass(Field, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n this.context._reduxForm.register(this.name, 'Field', function () {\n return _this2.props.validate;\n }, function () {\n return _this2.props.warn;\n });\n }\n }, {\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps, nextState) {\n return shallowCompare(this, nextProps, nextState);\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps, nextContext) {\n var oldName = prefixName(this.context, this.props.name);\n var newName = prefixName(nextContext, nextProps.name);\n\n
  if (oldName !== newName || // use deepEqual here because they could be a function or an array of functions\n !plain.deepEqual(this.props.validate, nextProps.validate) || !plain.deepEqual(this.props.warn, nextProps.warn)) {\n // unregister old name\n this.context._reduxForm.unregister(oldName); // register new name\n\n\n
  this.context._reduxForm.register(newName, 'Field', function () {\n return nextProps.validate;\n },

function () {\n return nextProps.warn;\n });\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.context._reduxForm.unregister(this.name);\n }\n }, {\n key: 'getRenderedComponent',\n value: function getRenderedComponent() {\n invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify a withRef prop to Field');\n return this.ref ? this.ref.getWrappedInstance().getRenderedComponent()\n : undefined;\n }\n }, {\n key: 'render',\n value: function render() {\n return createElement(ConnectedField, _extends({}, this.props, {\n name: this.name,\n normalize: this.normalize,\n _reduxForm: this.context._reduxForm,\n ref: this.saveRef\n }));\n }\n }, {\n key: 'name',\n get: function get() {\n return prefixName(this.context, this.props.name);\n }\n }, {\n key: 'dirty',\n get: function get() {\n return !this.pristine;\n }\n }, {\n key: 'pristine',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isPristine());\n }\n }, {\n key: 'value',\n get: function get() {\n return this.ref && this.ref.getWrappedInstance().getValue();\n }\n }]);\n\n return Field;\n }(Component);\n\n Field.propTypes = {\n name: PropTypes.string.isRequired,\n component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n format: PropTypes.func,\n normalize: PropTypes.func,\n onBlur: PropTypes.func,\n onChange: PropTypes.func,\n onFocus: PropTypes.func,\n onDragStart: PropTypes.func,\n onDrop: PropTypes.func,\n parse: PropTypes.func,\n props: PropTypes.object,\n validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n withRef: PropTypes.bool,\n immutableProps: PropTypes.arrayOf(PropTypes.string)\n };\n Field.contextTypes = {\n _reduxForm: PropTypes.object\n };\n polyfill(Field);\n return Field;\n};\n\nexport default createField;","import createField from './createField';\nimport plain from './structure/plain';\nexport default createField(plain);","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nvar createFieldArrayProps = function createFieldArrayProps(_ref2, name, form, sectionPrefix, getValue, _ref) {\n var getIn = _ref2.getIn;\n\n\n var arrayInsert = _ref.arrayInsert,\n arrayMove = _ref.arrayMove,\n arrayPop = _ref.arrayPop,\n arrayPush = _ref.arrayPush,\n arrayRemove = _ref.arrayRemove,\n arrayRemoveAll = _ref.arrayRemoveAll,\n arrayShift = _ref.arrayShift,\n arraySplice = _ref.arraySplice,\n arraySwap = _ref.arraySwap,\n arrayUnshift = _ref.arrayUnshift,\n asyncError = _ref.asyncError,\n dirty = _ref.dirty,\n length = _ref.length,\n pristine = _ref.pristine,\n submitError = _ref.submitError,\n state = _ref.state,\n submitFailed = _ref.submitFailed,\n submitting = _ref.submitting,\n syncError = _ref.syncError,\n syncWarning = _ref.syncWarning,\n value = _ref.value,\n props = _ref.props,\n rest = _objectWithoutProperties(_ref, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'asyncError', 'dirty', 'length', 'pristine', 'submitError', 'state', 'submitFailed', 'submitting', 'syncError', 'syncWarning', 'value', 'props']);\n\n var error = syncError || asyncError || submitError;\n var warning = syncWarning;\n var fieldName = sectionPrefix ? name.replace(sectionPrefix + '.', '') : name;\n\n var finalProps = _extends({\n fields: {\n _isFieldArray: true,\n forEach: function forEach(callback) {\n return (value || []).forEach(function (item, index) {\n return callback(fieldName + '[' + index + ']', index, finalProps.fields);\n });\n },\n get: getValue,\n getAll: function getAll() {\n return value;\n },\n insert: arrayInsert,\n length: length,\n map: function map(callback) {\n return (value || []).map(function (item, index) {\n return callback(fieldName + '[' + index + ']', index, finalProps.fields);\n });\n },\n move: arrayMove,\n name: name,\n pop: function pop() {\n arrayPop();\n return getIn(value, String(length - 1));\n },\n push: arrayPush,\n reduce: function reduce(callback, initial) {\n return (value

|| []).reduce(function (accumulator, item, index) {\n return callback(accumulator, fieldName + '[' + index + ']', index, finalProps.fields);\n }, initial);\n },\n remove: arrayRemove,\n removeAll: arrayRemoveAll,\n shift: function shift() {\n arrayShift();\n return getIn(value, '0');\n },\n splice: arraySplice,\n swap: arraySwap,\n unshift: arrayUnshift\n },\n meta: {\n dirty: dirty,\n error: error,\n form: form,\n warning: warning,\n invalid: !!error,\n pristine: pristine,\n submitting: submitting,\n submitFailed: submitFailed,\n valid: !error\n }\n }, props, rest);\n\n return finalProps;\n};\n\nexport default createFieldArrayProps;","import _mapValues from 'lodash-es/mapValues';\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport * as React from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport { bindActionCreators } from 'redux';\nimport createFieldArrayProps from './createFieldArrayProps';\nimport plain from './structure/plain';\n\nvar propsToNotUpdateFor = ['_reduxForm', 'value'];\n\nvar createConnectedFieldArray = function createConnectedFieldArray(structure) {\n var deepEqual = structure.deepEqual,\n getIn = structure.getIn,\n size = structure.size;\n\n var getSyncError = function getSyncError(syncErrors, name) {\n // For an array, the error can _ONLY_ be under _error.\n // This is why this getSyncError is not the same as the\n // one in Field.\n return plain.getIn(syncErrors, name + '._error');\n };\n\n var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n // For an array, the warning can _ONLY_ be under _warning.\n // This is why this getSyncError is not the same as the\n // one in Field.\n return getIn(syncWarnings, name + '._warning');\n };\n\n var ConnectedFieldArray = function (_React$Component) {\n _inherits(ConnectedFieldArray, _React$Component);\n\n function ConnectedFieldArray() {\n var _ref;\n\n var _temp, _this, _ret;\n\n _classCallCheck(this, ConnectedFieldArray);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedFieldArray.__proto__ || Object.getPrototypeOf(ConnectedFieldArray)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref) {\n _this.ref = ref;\n }, _this.getValue = function (index) {\n return _this.props.value && getIn(_this.props.value, String(index));\n }, _temp), _possibleConstructorReturn(_this, _ret);\n }\n\n _createClass(ConnectedFieldArray, [{\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps) {\n var _this2 = this; // Update if the elements of the value array was updated.\n\n\n var thisValue = this.props.value;\n var nextValue = nextProps.value;\n\n if (thisValue && nextValue) {\n var nextValueItemsSame = nextValue.every(function (val) {\n return ~thisValue.indexOf(val);\n });\n var nextValueItemsOrderChanged = nextValue.some(function (val, index) {\n return val !== thisValue[index];\n

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});\n\n  if (thisValue.length !== nextValue.length || nextValueItemsSame &&
nextValueItemsOrderChanged || nextProps.rerenderOnEveryChange && thisValue.some(function (val, index) {\n
  return !deepEqual(val, nextValue[index]);\n  })) {\n  return true;\n  }\n  }\n\n  var
nextPropsKeys = Object.keys(nextProps);\n  var thisPropsKeys = Object.keys(this.props); // if we have children,
we MUST update in React 16\n  // https://twitter.com/erikras/status/915866544558788608\n\n  return
!!(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length ||
nextPropsKeys.some(function (prop) {\n  // useful to debug rerenders\n  // if (!plain.deepEqual(this.props[
prop ], nextProps[ prop ])) {\n  //  console.info(prop, 'changed', this.props[ prop ], '==>', nextProps[ prop ])\n
// }\n  return !~propsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop],
nextProps[prop]);\n  }));\n  }\n  }, {\n  key: 'getRenderedComponent',\n  value: function
getRenderedComponent() {\n  return this.ref;\n  }\n  }, {\n  key: 'render',\n  value: function render() {\n
  var _props = this.props,\n  component = _props.component,\n  withRef = _props.withRef,\n
name = _props.name,\n  _reduxForm = _props._reduxForm,\n  validate = _props.validate,\n  warn
= _props.warn,\n  rerenderOnEveryChange = _props.rerenderOnEveryChange,\n  rest =
_objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'validate', 'warn',
'rerenderOnEveryChange']);\n\n  var props = createFieldArrayProps(structure, name, _reduxForm.form,
_reduxForm.sectionPrefix, this.getValue, rest);\n\n  if (withRef) {\n  props.ref = this.saveRef;\n  }\n\n
  return React.createElement(component, props);\n  }\n
  }, {\n  key: 'dirty',\n  get: function get() {\n  return this.props.dirty;\n  }\n  }, {\n  key: 'pristine',\n
 get: function get() {\n  return this.props.pristine;\n  }\n  }, {\n  key: 'value',\n  get: function get() {\n
return this.props.value;\n  }\n  }]);\n\n  return ConnectedFieldArray;\n }(React.Component);\n\n
ConnectedFieldArray.propTypes = {\n  component: PropTypes.oneOfType([PropTypes.func, PropTypes.string,
PropTypes.node]).isRequired,\n  props: PropTypes.object,\n  rerenderOnEveryChange: PropTypes.bool\n };\n
ConnectedFieldArray.defaultProps = {\n  rerenderOnEveryChange: false\n };\n
ConnectedFieldArray.contextTypes = {\n  _reduxForm: PropTypes.object\n };\n var connector = connect(function
(state, ownProps) {\n  var name = ownProps.name,\n  _ownProps$_reduxForm = ownProps._reduxForm,\n
initialValues = _ownProps$_reduxForm.initialValues,\n  getFormState =
_ownProps$_reduxForm.getFormState;\n
  var formState = getFormState(state);\n  var initial = getIn(formState, 'initial.' + name) || initialValues &&
getIn(initialValues, name);\n  var value = getIn(formState, 'values.' + name);\n  var submitting = getIn(formState,
'submitting');\n  var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n  var syncWarning =
getSyncWarning(getIn(formState, 'syncWarnings'), name);\n  var pristine = deepEqual(value, initial);\n  return {\n
  asyncError: getIn(formState, 'asyncErrors.' + name + '._error'),\n  dirty: !pristine,\n  pristine: pristine,\n
state: getIn(formState, 'fields.' + name),\n  submitError: getIn(formState, 'submitErrors.' + name + '._error'),\n
submitFailed: getIn(formState, 'submitFailed'),\n  submitting: submitting,\n  syncError: syncError,\n
syncWarning: syncWarning,\n  value: value,\n  length: size(value)\n  };\n }, function (dispatch, ownProps)
{\n  var name = ownProps.name,\n
  _reduxForm = ownProps._reduxForm;\n  var arrayInsert = _reduxForm.arrayInsert,\n  arrayMove =
_reduxForm.arrayMove,\n  arrayPop = _reduxForm.arrayPop,\n  arrayPush = _reduxForm.arrayPush,\n
arrayRemove = _reduxForm.arrayRemove,\n  arrayRemoveAll = _reduxForm.arrayRemoveAll,\n  arrayShift
= _reduxForm.arrayShift,\n  arraySplice = _reduxForm.arraySplice,\n  arraySwap =
_reduxForm.arraySwap,\n  arrayUnshift = _reduxForm.arrayUnshift;\n  return _mapValues({\n  arrayInsert:
arrayInsert,\n  arrayMove: arrayMove,\n  arrayPop: arrayPop,\n  arrayPush: arrayPush,\n  arrayRemove:
arrayRemove,\n  arrayRemoveAll: arrayRemoveAll,\n  arrayShift: arrayShift,\n  arraySplice: arraySplice,\n
 arraySwap: arraySwap,\n  arrayUnshift: arrayUnshift\n  }, function (actionCreator) {\n  return
bindActionCreators(actionCreator.bind(null, name), dispatch);\n  });\n }, undefined, {\n  withRef:
 true\n });\n  return connector(ConnectedFieldArray);\n};\n\nexport default createConnectedFieldArray;","var
_extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n  var source =
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arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor,
staticProps);\n return Constructor;\n };\n}();\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nimport React, { Component, createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant from 'invariant';\nimport createConnectedFieldArray from './ConnectedFieldArray';\nimport prefixName from './util/prefixName';\n\nvar toArray = function toArray(value) {\n return Array.isArray(value) ? value : [value];\n};\n\nvar wrapError = function wrapError(fn, key) {\n return fn && function () {\n var validators = toArray(fn);\n\n for (var i = 0; i < validators.length; i++) {\n var result = validators[i].apply(validators, arguments);\n\n if (result) {\n return _defineProperty({},
key, result);\n }\n }\n };\n};\n\nvar createFieldArray = function createFieldArray(structure) {\n var ConnectedFieldArray = createConnectedFieldArray(structure);\n\n var FieldArray = function (_Component) {\n _inherits(FieldArray, _Component);\n\n function FieldArray(props, context) {\n _classCallCheck(this, FieldArray);\n\n var _this = _possibleConstructorReturn(this, (FieldArray.__proto__ || Object.getPrototypeOf(FieldArray)).call(this, props, context));\n\n _this.saveRef = function (ref) {\n _this.ref = ref;\n };\n\n if (!context._reduxForm) {\n throw new Error('FieldArray must be inside a component decorated with reduxForm()');\n }\n\n return _this;\n }\n\n _createClass(FieldArray, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n this.context._reduxForm.register(this.name, 'FieldArray', function () {\n return wrapError(_this2.props.validate,
'_error');\n }, function () {\n return wrapError(_this2.props.warn, '_warning');\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps, nextContext) {\n var oldName = prefixName(this.context, this.props.name);\n var newName = prefixName(nextContext, nextProps.name);\n\n if (oldName !== newName) {\n // unregister old name\n this.context._reduxForm.unregister(oldName); // register new name\n\n\n this.context._reduxForm.register(newName, 'FieldArray');\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.context._reduxForm.unregister(this.name);\n }\n }, {\n key: 'getRenderedComponent',\n value: function getRenderedComponent() {\n invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify
a withRef prop to FieldArray');\n return this.ref && this.ref.getWrappedInstance().getRenderedComponent();\n }\n }, {\n key: 'render',\n value: function render() {\n return createElement(ConnectedFieldArray, _extends({}, this.props, {\n name: this.name,\n _reduxForm: this.context._reduxForm,\n ref:

this.saveRef\n   }));\n   }\n }, {\n   key: 'name',\n   get: function get() {\n   return prefixName(this.context, this.props.name);\n   }\n }, {\n   key: 'dirty',\n   get: function get() {\n   return !this.ref || this.ref.getWrappedInstance().dirty;\n   }\n }, {\n   key: 'pristine',\n   get: function get() {\n   return !!(this.ref && this.ref.getWrappedInstance().pristine);\n   }\n }, {\n   key: 'value',\n   get: function get() {\n   return this.ref ? this.ref.getWrappedInstance().value : undefined;\n   }\n }]);\n\n return FieldArray;\n}(Component);\n\n FieldArray.propTypes = {\n name: PropTypes.string.isRequired,\n component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n props: PropTypes.object,\n validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n withRef: PropTypes.bool\n};\n FieldArray.contextTypes = {\n _reduxForm: PropTypes.object\n};\n polyfill(FieldArray);\n return FieldArray;\n};\n\nexport default createFieldArray;","import createFieldArray from './createFieldArray';\nimport plain from './structure/plain';\nexport default createFieldArray(plain);","import _toPath from 'lodash-es/toPath';\n\nfunction createDeleteInWithCleanUp(structure) {\n var shouldDeleteDefault = function shouldDeleteDefault(structure) {\n return function (state, path) {\n   return structure.getIn(state, path) !== undefined;\n };\n };\n\n var deepEqual = structure.deepEqual,\n   empty = structure.empty,\n   getIn = structure.getIn,\n   deleteIn = structure.deleteIn,\n   setIn = structure.setIn;\n return function () {\n var shouldDelete = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : shouldDeleteDefault;\n\n var deleteInWithCleanUp = function deleteInWithCleanUp(state, path) {\n   if (path[path.length - 1] === ']') {\n   // array path\n   var pathTokens = _toPath(path);\n\n pathTokens.pop();\n   var parent = getIn(state, pathTokens.join('.'));\n   return parent ? setIn(state, path) : state;\n   }\n\n   var result = state;\n\n   if (shouldDelete(structure)(state, path)) {\n   result = deleteIn(state, path);\n   }\n\n   var dotIndex = path.lastIndexOf('.');\n\n   if (dotIndex > 0) {\n   var parentPath = path.substring(0, dotIndex);\n\n   if (parentPath[parentPath.length - 1] !== ']') {\n   var _parent = getIn(result, parentPath);\n\n   if (deepEqual(_parent, empty)) {\n   return deleteInWithCleanUp(result, parentPath);\n   }\n   }\n   }\n\n   return result;\n };\n\n return deleteInWithCleanUp;\n };\n}\n\nexport default createDeleteInWithCleanUp;","function _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nimport { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE, ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_ASYNC_ERROR, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, DESTROY, FOCUS, INITIALIZE, prefix, REGISTER_FIELD, RESET, RESET_SECTION, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, CLEAR_FIELDS, UPDATE_SYNC_WARNINGS } from './actionTypes';\nimport createDeleteInWithCleanUp from './deleteInWithCleanUp';\nimport plain from './structure/plain';\n\nvar shouldDelete = function shouldDelete(_ref) {\n var getIn = _ref.getIn;\n return function (state, path) {\n var initialValuesPath = null;\n\n if (path.startsWith('values')) {\n   initialValuesPath = path.replace('values', 'initial');\n }\n\n var initialValueComparison = initialValuesPath ? getIn(state, initialValuesPath) === undefined : true;\n return getIn(state, path) !== undefined && initialValueComparison;\n };\n};\n\nvar isReduxFormAction = function isReduxFormAction(action) {\n return action && action.type && action.type.length > prefix.length && action.type.substring(0, prefix.length) === prefix;\n};\n\nfunction createReducer(structure) {\n var _behaviors;\n\n var deepEqual = structure.deepEqual,\n   empty = structure.empty,\n   forEach = structure.forEach,\n   getIn = structure.getIn,\n   setIn = structure.setIn,\n   deleteIn = structure.deleteIn,\n

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fromJS = structure.fromJS,\n      keys = structure.keys,\n      size = structure.size,\n      some = structure.some,\n
splice = structure.splice;\n  var deleteInWithCleanUp = createDeleteInWithCleanUp(structure)(shouldDelete);\n  var
plainDeleteInWithCleanUp = createDeleteInWithCleanUp(plain)(shouldDelete);\n\n  var doSplice = function
doSplice(state, key, field, index, removeNum, value, force) {\n    var existing = getIn(state, key + '.' + field);\n
return existing || force ? setIn(state, key + '.' + field, splice(existing, index, removeNum, value)) : state;\n  };\n\n  var
doPlainSplice = function doPlainSplice(state, key, field, index, removeNum,
 value, force) {\n    var slice = getIn(state, key);\n    var existing = plain.getIn(slice, field);\n    return existing || force
? setIn(state, key, plain.setIn(slice, field, plain.splice(existing, index, removeNum, value))) : state;\n  };\n\n  var
rootKeys = ['values', 'fields', 'submitErrors', 'asyncErrors'];\n\n  var arraySplice = function arraySplice(state, field,
index, removeNum, value) {\n    var result = state;\n    var nonValuesValue = value != null ? empty : undefined;\n
result = doSplice(result, 'values', field, index, removeNum, value, true);\n    result = doSplice(result, 'fields', field,
index, removeNum, nonValuesValue);\n    result = doPlainSplice(result, 'syncErrors', field, index, removeNum,
undefined);\n    result = doPlainSplice(result, 'syncWarnings', field, index, removeNum, undefined);\n    result =
doSplice(result, 'submitErrors', field, index, removeNum, undefined);\n    result = doSplice(result, 'asyncErrors',
field, index, removeNum, undefined);\n
    return result;\n  };\n\n  var behaviors = (_behaviors = {}, _defineProperty(_behaviors, ARRAY_INSERT,
function (state, _ref2) {\n    var _ref2$meta = _ref2.meta,\n        field = _ref2$meta.field,\n        index =
_ref2$meta.index,\n        payload = _ref2.payload;\n    return arraySplice(state, field, index, 0, payload);\n  }),
_defineProperty(_behaviors, ARRAY_MOVE, function (state, _ref3) {\n    var _ref3$meta = _ref3.meta,\n        field
= _ref3$meta.field,\n        from = _ref3$meta.from,\n        to = _ref3$meta.to;\n    var array = getIn(state, 'values.' +
field);\n    var length = array ? size(array) : 0;\n    var result = state;\n\n    if (length) {\n
rootKeys.forEach(function (key) {\n        var path = key + '.' + field;\n\n        if (getIn(result, path)) {\n          var
value = getIn(result, path + '[' + from + ']');\n          result = setIn(result, path, splice(getIn(result, path), from, 1)); //
remove\n\n          result = setIn(result, path, splice(getIn(result,
 path), to, 0, value)); // insert\n        }\n      });\n    }\n\n    return result;\n  }), _defineProperty(_behaviors,
ARRAY_POP, function (state, _ref4) {\n    var field = _ref4.meta.field;\n    var array = getIn(state, 'values.' +
field);\n    var length = array ? size(array) : 0;\n    return length ? arraySplice(state, field, length - 1, 1) : state;\n  }),
_defineProperty(_behaviors, ARRAY_PUSH, function (state, _ref5) {\n    var field = _ref5.meta.field,\n
payload = _ref5.payload;\n    var array = getIn(state, 'values.' + field);\n    var length = array ? size(array) : 0;\n
return arraySplice(state, field, length, 0, payload);\n  }), _defineProperty(_behaviors, ARRAY_REMOVE, function
(state, _ref6) {\n    var _ref6$meta = _ref6.meta,\n        field = _ref6$meta.field,\n        index = _ref6$meta.index;\n
return arraySplice(state, field, index, 1);\n  }), _defineProperty(_behaviors, ARRAY_REMOVE_ALL, function
(state, _ref7) {\n    var field = _ref7.meta.field;\n
  var array = getIn(state, 'values.' + field);\n    var length = array ? size(array) : 0;\n    return length ?
arraySplice(state, field, 0, length) : state;\n  }), _defineProperty(_behaviors, ARRAY_SHIFT, function (state, _ref8)
{\n    var field = _ref8.meta.field;\n    return arraySplice(state, field, 0, 1);\n  }), _defineProperty(_behaviors,
ARRAY_SPLICE, function (state, _ref9) {\n    var _ref9$meta = _ref9.meta,\n        field = _ref9$meta.field,\n
index = _ref9$meta.index,\n        removeNum = _ref9$meta.removeNum,\n        payload = _ref9.payload;\n    return
arraySplice(state, field, index, removeNum, payload);\n  }), _defineProperty(_behaviors, ARRAY_SWAP, function
(state, _ref10) {\n    var _ref10$meta = _ref10.meta,\n        field = _ref10$meta.field,\n        indexA =
_ref10$meta.indexA,\n        indexB = _ref10$meta.indexB;\n    var result = state;\n    rootKeys.forEach(function
(key) {\n      var valueA = getIn(result, key + '.' + field + '[' + indexA + ']');\n
 var valueB = getIn(result, key + '.' + field + '[' + indexB + ']');\n\n      if (valueA !== undefined || valueB !==
undefined) {\n        result = setIn(result, key + '.' + field + '[' + indexA + ']', valueB);\n        result = setIn(result, key
+ '.' + field + '[' + indexB + ']', valueA);\n      }\n    });\n    return result;\n  }), _defineProperty(_behaviors,
ARRAY_UNSHIFT, function (state, _ref11) {\n    var field = _ref11.meta.field,\n        payload = _ref11.payload;\n
return arraySplice(state, field, 0, 0, payload);\n  }), _defineProperty(_behaviors, AUTOFILL, function (state,
_ref12) {\n    var field = _ref12.meta.field,\n        payload = _ref12.payload;\n    var result = state;\n    result =
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deleteInWithCleanUp(result, 'asyncErrors.' + field);\n    result = deleteInWithCleanUp(result, 'submitErrors.' +
field);\n    result = setIn(result, 'fields.' + field + '.autofilled', true);\n    result = setIn(result, 'values.' + field,
payload);\n    return result;\n  }), _defineProperty(_behaviors,
 BLUR, function (state, _ref13) {\n    var _ref13$meta = _ref13.meta,\n        field = _ref13$meta.field,\n        touch =
_ref13$meta.touch,\n        payload = _ref13.payload;\n    var result = state;\n    var initial = getIn(result, 'initial.' +
field);\n\n    if (initial === undefined && payload === '') {\n      result = deleteInWithCleanUp(result, 'values.' +
field);\n    } else if (payload !== undefined) {\n      result = setIn(result, 'values.' + field, payload);\n    }\n\n    if
(field === getIn(result, 'active')) {\n      result = deleteIn(result, 'active');\n    }\n\n    result = deleteIn(result, 'fields.'
+ field + '.active');\n\n    if (touch) {\n      result = setIn(result, 'fields.' + field + '.touched', true);\n      result =
setIn(result, 'anyTouched', true);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, CHANGE, function
(state, _ref14) {\n    var _ref14$meta = _ref14.meta,\n        field = _ref14$meta.field,\n        touch =
_ref14$meta.touch,\n
        persistentSubmitErrors = _ref14$meta.persistentSubmitErrors,\n        payload = _ref14.payload;\n    var result =
state;\n    var initial = getIn(result, 'initial.' + field);\n\n    if (initial === undefined && payload === '') {\n      result
= deleteInWithCleanUp(result, 'values.' + field);\n    } else if (payload !== undefined) {\n      result = setIn(result,
'values.' + field, payload);\n    }\n\n    result = deleteInWithCleanUp(result, 'asyncErrors.' + field);\n\n    if
(!persistentSubmitErrors) {\n      result = deleteInWithCleanUp(result, 'submitErrors.' + field);\n    }\n\n    result =
deleteInWithCleanUp(result, 'fields.' + field + '.autofilled');\n\n    if (touch) {\n      result = setIn(result, 'fields.' +
field + '.touched', true);\n      result = setIn(result, 'anyTouched', true);\n    }\n\n    return result;\n  }),
_defineProperty(_behaviors, CLEAR_SUBMIT, function (state) {\n    return deleteIn(state, 'triggerSubmit');\n  }),
_defineProperty(_behaviors, CLEAR_SUBMIT_ERRORS,
 function (state) {\n    var result = state;\n    result = deleteInWithCleanUp(result, 'submitErrors');\n    result =
deleteIn(result, 'error');\n    return result;\n  }), _defineProperty(_behaviors, CLEAR_ASYNC_ERROR, function
(state, _ref15) {\n    var field = _ref15.meta.field;\n    return deleteIn(state, 'asyncErrors.' + field);\n  }),
_defineProperty(_behaviors, CLEAR_FIELDS, function (state, _ref16) {\n    var _ref16$meta = _ref16.meta,\n
keepTouched = _ref16$meta.keepTouched,\n        persistentSubmitErrors = _ref16$meta.persistentSubmitErrors,\n
    fields = _ref16$meta.fields;\n    var result = state;\n    fields.forEach(function (field) {\n      result =
deleteInWithCleanUp(result, 'values.' + field);\n      result = deleteInWithCleanUp(result, 'asyncErrors.' + field);\n\n
    if (!persistentSubmitErrors) {\n        result = deleteInWithCleanUp(result, 'submitErrors.' + field);\n      }\n\n
result = deleteInWithCleanUp(result, 'fields.' + field
 + '.autofilled');\n\n      if (!keepTouched) {\n        result = deleteIn(result, 'fields.' + field + '.touched');\n      }\n
});\n    var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n      return getIn(result,
'fields.' + key + '.touched');\n    });\n    result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result,
'anyTouched');\n    return result;\n  }), _defineProperty(_behaviors, FOCUS, function (state, _ref17) {\n    var field =
_ref17.meta.field;\n    var result = state;\n    var previouslyActive = getIn(state, 'active');\n    result = deleteIn(result,
'fields.' + previouslyActive + '.active');\n    result = setIn(result, 'fields.' + field + '.visited', true);\n    result =
setIn(result, 'fields.' + field + '.active', true);\n    result = setIn(result, 'active', field);\n    return result;\n  }),
_defineProperty(_behaviors, INITIALIZE, function (state, _ref18) {\n    var payload = _ref18.payload,\n
_ref18$meta = _ref18.meta,\n
        keepDirty = _ref18$meta.keepDirty,\n        keepSubmitSucceeded = _ref18$meta.keepSubmitSucceeded,\n
updateUnregisteredFields = _ref18$meta.updateUnregisteredFields,\n        keepValues = _ref18$meta.keepValues;\n
  var mapData = fromJS(payload);\n    var result = empty; // clean all field state\n    // persist old warnings, they will
get recalculated if the new form values are different from the old values\n\n    var warning = getIn(state,
'warning');\n\n    if (warning) {\n      result = setIn(result, 'warning', warning);\n    }\n\n    var syncWarnings =
getIn(state, 'syncWarnings');\n\n    if (syncWarnings) {\n      result = setIn(result, 'syncWarnings', syncWarnings);\n
} // persist old errors, they will get recalculated if the new form values are different from the old values\n\n\n    var
error = getIn(state, 'error');\n\n    if (error) {\n      result = setIn(result, 'error', error);\n    }\n\n    var syncErrors =
getIn(state, 'syncErrors');\n\n    if (syncErrors)
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{\n result = setIn(result, 'syncErrors', syncErrors);\n }\n\n var registeredFields = getIn(state, 'registeredFields');\n\n if (registeredFields) {\n result = setIn(result, 'registeredFields', registeredFields);\n }\n\n var previousValues = getIn(state, 'values');\n var previousInitialValues = getIn(state, 'initial');\n var newInitialValues = mapData;\n var newValues = previousValues;\n\n if (keepDirty && registeredFields) {\n if (!deepEqual(newInitialValues, previousInitialValues)) {\n //\n // Keep the value of dirty fields while updating the value of\n // pristine fields. This way, apps can reinitialize forms while\n // avoiding stomping on user edits.\n //\n // Note 1: The initialize action replaces all initial values\n // regardless of keepDirty.\n //\n // Note 2: When a field is dirty, keepDirty is enabled, and the field\n // value is the same as the new initial
value for the field, the\n // initialize action causes the field to become pristine. That effect\n // is what we want.\n //\n var overwritePristineValue = function overwritePristineValue(name) {\n var previousInitialValue = getIn(previousInitialValues, name);\n var previousValue = getIn(previousValues, name);\n\n if (deepEqual(previousValue, previousInitialValue)) {\n // Overwrite the old pristine value with the new pristine value\n var newInitialValue = getIn(newInitialValues, name); // This check prevents any 'setIn' call that would create useless\n // nested objects, since the path to the new field value would\n // evaluate to the same (especially for undefined values)\n\n if (getIn(newValues, name) !== newInitialValue) {\n newValues = setIn(newValues, name, newInitialValue);\n }\n }\n };\n\n if (!updateUnregisteredFields) {\n forEach(keys(registeredFields), function (name) {\n return overwritePristineValue(name);\n });\n }\n\n forEach(keys(newInitialValues), function (name) {\n var previousInitialValue = getIn(previousInitialValues, name);\n\n if (typeof previousInitialValue === 'undefined') {\n // Add new values at the root level.\n var newInitialValue = getIn(newInitialValues, name);\n newValues = setIn(newValues, name, newInitialValue);\n }\n\n if (updateUnregisteredFields) {\n overwritePristineValue(name);\n }\n });\n }\n } else {\n newValues = newInitialValues;\n }\n\n if (keepValues) {\n forEach(keys(previousValues), function (name) {\n var previousValue = getIn(previousValues, name);\n newValues = setIn(newValues, name, previousValue);\n });\n forEach(keys(previousInitialValues), function (name) {\n var previousInitialValue = getIn(previousInitialValues, name);\n newInitialValues = setIn(newInitialValues, name, previousInitialValue);\n });\n }\n\n if (keepSubmitSucceeded && getIn(state, 'submitSucceeded')) {\n result = setIn(result, 'submitSucceeded', true);\n }\n\n result = setIn(result, 'values', newValues);\n result = setIn(result, 'initial', newInitialValues);\n return result;\n }), _defineProperty(_behaviors, REGISTER_FIELD, function (state, _ref19) {\n var _ref19$payload = _ref19.payload,\n name = _ref19$payload.name,\n type = _ref19$payload.type;\n var key = 'registeredFields[\\'' + name + '\\']';\n var field = getIn(state, key);\n\n if (field) {\n var count = getIn(field, 'count') + 1;\n field = setIn(field, 'count', count);\n } else {\n field = fromJS({\n name: name,\n type: type,\n count: 1\n });\n }\n\n return setIn(state, key, field);\n }), _defineProperty(_behaviors,
RESET, function (state) {\n var result = empty;\n var registeredFields = getIn(state, 'registeredFields');\n\n if (registeredFields) {\n result = setIn(result, 'registeredFields', registeredFields);\n }\n\n var values = getIn(state, 'initial');\n\n if (values) {\n result = setIn(result, 'values', values);\n result = setIn(result, 'initial', values);\n }\n\n return result;\n }), _defineProperty(_behaviors, RESET_SECTION, function (state, _ref20) {\n var sections = _ref20.meta.sections;\n var result = state;\n sections.forEach(function (section) {\n result = deleteInWithCleanUp(result, 'asyncErrors.' + section);\n result = deleteInWithCleanUp(result, 'submitErrors.' + section);\n result = deleteInWithCleanUp(result, 'fields.' + section);\n var values = getIn(state, 'initial.' + section);\n result = values ? setIn(result, 'values.' + section, values) : deleteInWithCleanUp(result, 'values.' + section);\n });\n
var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n return getIn(result, 'fields.' + key + '.touched');\n });\n result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result, 'anyTouched');\n return result;\n }), _defineProperty(_behaviors, SUBMIT, function (state) {\n return

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setIn(state, 'triggerSubmit', true);\n  }), _defineProperty(_behaviors, START_ASYNC_VALIDATION, function (state, _ref21) {\n    var field = _ref21.meta.field;\n    return setIn(state, 'asyncValidating', field || true);\n  }), _defineProperty(_behaviors, START_SUBMIT, function (state) {\n    return setIn(state, 'submitting', true);\n  }), _defineProperty(_behaviors, STOP_ASYNC_VALIDATION, function (state, _ref22) {\n    var payload = _ref22.payload;\n    var result = state;\n    result = deleteIn(result, 'asyncValidating');\n\n    if (payload && Object.keys(payload).length) {\n      var _error = payload._error,\n          fieldErrors = _objectWithoutProperties(payload, ['_error']);\n\n      if (_error) {\n        result = setIn(result, 'error', _error);\n      }\n\n      if (Object.keys(fieldErrors).length) {\n        result = setIn(result, 'asyncErrors', fromJS(fieldErrors));\n      }\n    } else {\n      result = deleteIn(result, 'error');\n      result = deleteIn(result, 'asyncErrors');\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, STOP_SUBMIT, function (state, _ref23) {\n    var payload = _ref23.payload;\n    var result = state;\n    result = deleteIn(result, 'submitting');\n    result = deleteIn(result, 'submitFailed');\n    result = deleteIn(result, 'submitSucceeded');\n\n    if (payload && Object.keys(payload).length) {\n      var _error = payload._error,\n          fieldErrors = _objectWithoutProperties(payload, ['_error']);\n\n      if (_error) {\n        result = setIn(result, 'error', _error);\n      } else {\n        result = deleteIn(result, 'error');\n      }\n\n      if (Object.keys(fieldErrors).length) {\n        result = setIn(result, 'submitErrors', fromJS(fieldErrors));\n      } else {\n        result = deleteIn(result, 'submitErrors');\n      }\n\n      result = setIn(result, 'submitFailed', true);\n    } else {\n      result = deleteIn(result, 'error');\n      result = deleteIn(result, 'submitErrors');\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, SET_SUBMIT_FAILED, function (state, _ref24) {\n    var fields = _ref24.meta.fields;\n    var result = state;\n    result = setIn(result, 'submitFailed', true);\n    result = deleteIn(result, 'submitSucceeded');\n    result = deleteIn(result, 'submitting');\n    fields.forEach(function (field) {\n      return result = setIn(result, 'fields.' + field + '.touched', true);\n    });\n\n    if (fields.length) {\n      result = setIn(result, 'anyTouched', true);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, SET_SUBMIT_SUCCEEDED, function (state) {\n    var result = state;\n    result = deleteIn(result, 'submitFailed');\n    result = setIn(result, 'submitSucceeded', true);\n    return result;\n  }), _defineProperty(_behaviors, TOUCH, function (state, _ref25) {\n    var fields = _ref25.meta.fields;\n    var result = state;\n    fields.forEach(function (field) {\n      return result = setIn(result, 'fields.' + field + '.touched', true);\n    });\n    result = setIn(result, 'anyTouched', true);\n    return result;\n  }), _defineProperty(_behaviors, UNREGISTER_FIELD, function (state, _ref26) {\n    var _ref26$payload = _ref26.payload,\n        name = _ref26$payload.name,\n        destroyOnUnmount = _ref26$payload.destroyOnUnmount;\n    var result = state;\n    var key = 'registeredFields[\\'' + name + '\\']';\n    var field = getIn(result, key);\n\n    if (!field) {\n      return result;\n    }\n\n    var count = getIn(field, 'count') - 1;\n\n    if (count <= 0 && destroyOnUnmount) {\n      // Note: Cannot use deleteWithCleanUp here because of the flat nature of registeredFields\n      result = deleteIn(result, key);\n\n      if (deepEqual(getIn(result, 'registeredFields'), empty)) {\n        result = deleteIn(result, 'registeredFields');\n      }\n\n      var syncErrors = getIn(result, 'syncErrors');\n\n      if (syncErrors) {\n        syncErrors = plainDeleteInWithCleanUp(syncErrors, name);\n\n        if (plain.deepEqual(syncErrors, plain.empty)) {\n          result = deleteIn(result, 'syncErrors');\n        } else {\n          result = setIn(result, 'syncErrors', syncErrors);\n        }\n      }\n\n      var syncWarnings = getIn(result, 'syncWarnings');\n\n      if (syncWarnings) {\n        syncWarnings = plainDeleteInWithCleanUp(syncWarnings, name);\n\n        if (plain.deepEqual(syncWarnings, plain.empty)) {\n          result = deleteIn(result, 'syncWarnings');\n        } else {\n          result = setIn(result, 'syncWarnings', syncWarnings);\n        }\n      }\n\n      result = deleteInWithCleanUp(result, 'submitErrors.' + name);\n      result = deleteInWithCleanUp(result, 'asyncErrors.' + name);\n    } else {\n      field = setIn(field, 'count', count);\n      result = setIn(result, key, field);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, UNTOUCH, function (state, _ref27) {\n    var fields = _ref27.meta.fields;\n    var result = state;\n    fields.forEach(function (field) {\n      return result = deleteIn(result, 'fields.' + field + '.touched');\n    });\n    var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n      return getIn(result, 'fields.' + key + '.touched');\n    });\n    result = anyTouched ? setIn(result, 'anyTouched',
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true) : deleteIn(result, 'anyTouched');\n return result;\n }), _defineProperty(_behaviors, UPDATE_SYNC_ERRORS, function (state, _ref28) {\n var _ref28$payload = _ref28.payload,\n syncErrors = _ref28$payload.syncErrors,\n error = _ref28$payload.error;\n var result = state;\n\n if (error) {\n result = setIn(result, 'error', error);\n result
= setIn(result, 'syncError', true);\n } else {\n result = deleteIn(result, 'error');\n result = deleteIn(result, 'syncError');\n }\n\n if (Object.keys(syncErrors).length) {\n result = setIn(result, 'syncErrors', syncErrors);\n } else {\n result = deleteIn(result, 'syncErrors');\n }\n\n return result;\n }), _defineProperty(_behaviors, UPDATE_SYNC_WARNINGS, function (state, _ref29) {\n var _ref29$payload = _ref29.payload,\n syncWarnings = _ref29$payload.syncWarnings,\n warning = _ref29$payload.warning;\n var result = state;\n\n if (warning) {\n result = setIn(result, 'warning', warning);\n } else {\n result = deleteIn(result, 'warning');\n }\n\n if (Object.keys(syncWarnings).length) {\n result = setIn(result, 'syncWarnings', syncWarnings);\n } else {\n result = deleteIn(result, 'syncWarnings');\n }\n\n return result;\n }), _behaviors);\n\n var reducer = function reducer() {\n var
state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments[1];\n var behavior = behaviors[action.type];\n return behavior ? behavior(state, action) : state;\n };\n\n var byForm = function byForm(reducer) {\n return function () {\n var state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {\n type: 'NONE'\n };\n var form = action && action.meta && action.meta.form;\n\n if (!form || !isReduxFormAction(action)) {\n return state;\n }\n\n if (action.type === DESTROY && action.meta && action.meta.form) {\n return action.meta.form.reduce(function (result, form) {\n return deleteInWithCleanUp(result, form);\n }, state);\n }\n\n var formState = getIn(state, form);\n var result = reducer(formState, action);\n return result === formState
? state : setIn(state, form, result);\n };\n };\n /**\n * Adds additional functionality to the reducer\n */\n\n function decorate(target) {\n target.plugin = function (reducers) {\n var _this = this; // use 'function' keyword to enable 'this'\n\n return decorate(function () {\n var state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {\n type: 'NONE'\n };\n\n var callPlugin = function callPlugin(processed, key) {\n var previousState = getIn(processed, key);\n var nextState = reducers[key](previousState, action, getIn(state, key));\n return nextState !== previousState ? setIn(processed, key, nextState) : processed;\n };\n\n var processed = _this(state, action); // run through redux-form reducer\n\n\n var form = action && action.meta && action.meta.form;\n\n
if (form) {\n // this is an action aimed at forms, so only give it to the specified form's plugin\n return reducers[form] ? callPlugin(processed, form) : processed;\n } else {\n // this is not a form-specific action, so send it to all the plugins\n return Object.keys(reducers).reduce(callPlugin, processed);\n }\n });\n };\n\n return target;\n }\n\n return decorate(byForm(reducer));\n}\n\nexport default createReducer;","import createReducer from './createReducer';\nimport plain from './structure/plain';\nexport default createReducer(plain);","import invariant from 'invariant';\nimport plain from './structure/plain';\n\nvar createFormValueSelector = function createFormValueSelector(_ref) {\n var getIn = _ref.getIn;\n return function (form, getFormState) {\n invariant(form, 'Form value must be specified');\n\n var nonNullGetFormState = getFormState || function (state) {\n return getIn(state, 'form');\n };\n\n
return function (state) {\n for (var _len = arguments.length, fields = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n fields[_key - 1] = arguments[_key];\n }\n\n invariant(fields.length, 'No fields specified');\n return fields.length === 1 ? // only selecting one field, so return its value\n getIn(nonNullGetFormState(state), form + '.values.' + fields[0]) : // selecting many fields, so return an object of field values\n fields.reduce(function (accumulator, field) {\n var value = getIn(nonNullGetFormState(state), form + '.values.' + field);\n return value === undefined ? accumulator : plain.setIn(accumulator, field, value);\n }, {});\n };\n };\n};\n\nexport default createFormValueSelector;","import createFormValueSelector from './createFormValueSelector';\nimport plain from './structure/plain';\nexport default

createFormValueSelector(plain);"],"sourceRoot":""}

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1.116 jersey-container-servlet 2.37

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Source Code
The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/jersey

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1.119 protobuf-java-util 3.19.4

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1643389787246
Build-Jdk: 1.8.0_181-google-v7
Built-By: acozzette
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.19.4
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf.util;version="3.19.4";uses:="com.goo
gle.protobuf,javax.annotation"
Import-Package: com.google.common.base;version="[30.1,31)",com.google.co
mmon.io;version="[30.1,31)",com.google.common.math;version="[30.1,31)",
com.google.common.primitives;version="[30.1,31)",com.google.gson;versio
n="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobu
f;version="[3.19,4)",javax.annotation;version="[3.0,4)"
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

Found in path(s):
* /protobuf-java-util-3-19-4-jar/META-INF/MANIFEST.MF

1.120 jackson-databind 2.15.1

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.123 jsr305 3.0.2

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1.124 glibc 2.17-326.el7_9

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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

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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.

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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
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``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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prepared so as to be conveniently linked with application programs

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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.

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@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
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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
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subsequent copies and derivative works made from that copy.

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the Library into a program that is not a library.

@item
You may copy and distribute the Library (or a portion or
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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
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

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
distribute.

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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
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facilities. This must be distributed under the terms of the
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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
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@end enumerate

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page
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@end
smallexample

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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
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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.

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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.

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1.128 jmustache 1.15

1.128.1 Available under license :

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1.129 jctools-core 4.0.1

1.129.1 Available under license :

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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
ctools.queues.atomic;uses:="org.jctools.queues";version="4.0.1",org.j
ctools.queues.unpadded;uses:="org.jctools.queues";version="4.0.1",org
.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

Found in path(s):
* /jctools-core-4-0-1-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /jctools-core-4-0-1-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

1.130 metrics-jersey2 4.2.12

1.130.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jersey2
Build-Jdk-Spec: 11
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: 4.2.12
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="4.2.12"
Implementation-Title: Metrics Integration for Jersey 2.x
Implementation-Version: 4.2.12
Import-Package: com.codahale.metrics;version="[4.2,5)",com.codahale.me
trics.annotation;version="[4.2,5)",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

Found in path(s):
* /metrics-jersey2-4-2-12-jar/META-INF/MANIFEST.MF

1.131 activation 2.1.0

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

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* https://github.com/eclipse-ee4j/jaf

1.132 apache-commons-text 1.10.0

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1.133 json-unit-core 2.35.0

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*/

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* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JohnzonNodeFactory.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/ArrayUtils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/matchers/InternalMatcher.java
*
 /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/ComparisonMatrix.java
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* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/GsonNodeFactory.java
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* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/util/ResourceUtils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Converter.java
*
 /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Diff.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/DifferenceImpl.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JsonUnitLogger.java
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* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Context.java
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* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JsonUtils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Utils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/ArrayComparison.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JsonOrgNodeFactory.java
*
 /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/providers/Jackson2ObjectMapperProvider.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/ExceptionUtils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/DifferenceContextImpl.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Path.java

* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/PathMatcher.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/ParametrizedMatcher.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Differences.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/listener/DifferenceListener.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Node.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/listener/Difference.java
*
/json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JsonSource.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/NodeBuilder.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/listener/DifferenceContext.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/NodeWrapper.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/GenericNodeBuilder.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Jackson2NodeFactory.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/ClassUtils.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/Option.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/Options.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/JsonDifference.java
* /json-unit-core-2-35-0-sources-jar/net/javacrumbs/jsonunit/core/internal/AbstractNode.java
*
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1.134 msg-simple 1.2

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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/ApplicationStartupEvent.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/converters/time/TimeConverterRegistrar.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/TaskExecutors.java
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 /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/IOExecutorServiceConfig.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/env/ConfigurationAdvice.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/TaskScheduler.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/env/package-info.java
* /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
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/Scheduled.java

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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/NoopInstrumentation.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/server/event/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/ScheduledExecutorTaskScheduler.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ExecutorSelector.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/exceptions/TaskExecutionException.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/EmbeddedApplication.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/exceptions/package-info.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/event/FileChangedEvent.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/ThreadLocal.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/DefaultThreadFactory.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/annotation/package-info.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/DefaultWatchThread.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/DefaultExecutorSelector.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/ApplicationConfiguration.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/FileWatchCondition.java

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/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/converters/time/package-info.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ScheduledExecutorServiceConfig.java
* /micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/InvocationInstrumenterWrappedRunnable.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/exceptions/package-info.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/RefreshScope.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/ExecuteOn.java
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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/RefreshInterceptor.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/event/package-info.java
* /micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/ReactiveInvocationInstrumenterFactory.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/env/ConfigurationIntroductionAdvice.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/server/event/ServerStartupEvent.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/RefreshEvent.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/Schedules.java
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* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/exceptions/SchedulerConfigurationException.java
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/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ExecutorType.java
* /micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/cron/package-info.java
* /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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1.137 snake-yaml 2.0

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*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: <a href="http://www.source-code.biz/base64coder/java/">www.
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jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java
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jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
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* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/inspector/TrustedTagInspector.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/Event.java
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/snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/composer/Composer.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/representer/Represent.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/resolver/Resolver.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
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/snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
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* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-0-sources-3-jar/org/yaml/snakeyaml/scanner/ScannerException.java
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1.138 rocksdbjni 6.29.4.1

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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractMutableOptions.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/InfoLogLevel.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/util/Environment.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/MutableDBOptionsInterface.java

* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TransactionLogIterator.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/NativeLibraryLoader.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompactionStopStyle.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/SizeApproximationFlag.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RocksCallbackObject.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WriteStallCondition.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/LiveFileMetaData.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/OperationType.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WriteBatchWithIndex.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TableFileDeletionInfo.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TransactionalDB.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/SstFileManager.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ComparatorType.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractComparatorJniBridge.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractWalFilter.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/StateType.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractTransactionNotifier.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WriteBufferManager.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/util/BytewiseComparator.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TraceWriter.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/Statistics.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ColumnFamilyOptions.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RocksIterator.java
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 /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/Checkpoint.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/HdfsEnv.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompactionOptionsUniversal.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AbstractEventListener.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/Snapshot.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/LevelMetaData.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/MutableColumnFamilyOptionsInterface.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/AdvancedMutableColumnFamilyOptionsInterface.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/FlushJobInfo.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompressionType.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ChecksumType.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ThreadType.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/Filter.java
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 /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/PlainTableConfig.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RocksEnv.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompactionJobStats.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RestoreOptions.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/RocksMemEnv.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/WriteBatch.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ColumnFamilyDescriptor.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/CompactionStyle.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/BloomFilter.java
* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/ClockCache.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/HistogramType.java
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* /rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/util/SizeUnit.java
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/rocksdbjni-6-29-4-1-sources-jar/org/rocksdb/TransactionOptions.java
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* /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
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* /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
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1.139 commons-collections 3.2.2

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1.140 python-chardet 2.2.1-3.el7

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1.146 libnss-nisplus 2.17

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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

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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.

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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(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
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If distribution of object code is made by offering access to copy
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Appendix: How to Apply These Terms to Your New Libraries

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

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contains code derived from the library, whereas the latter must be combined with the library in order to run.

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@item
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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
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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
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modification of the work for the customer's own use and reverse
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during execution displays copyright notices, 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:

@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.

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@item
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@end enumerate

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reproducing the executable from it. However, as a special exception,
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components (compiler, kernel, and so on) of the operating system on
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@subheading END OF TERMS AND CONDITIONS

@page
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* /netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java
* /netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/package-info.java
* /netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java
*
/netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java
* /netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
* /netty-handler-proxy-4-1-86-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java
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* /netty-handler-proxy-4-1-86-final-sources-jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml

1.149 disruptor 3.4.2

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* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventReleaser.java
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* /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
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* /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
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/ExceptionHandlerSetting.java
* /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
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* /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
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventHandler.java
* /disruptor-3-4-2-sources-jar/com/lmax/disruptor/util/Util.java
* /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
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1.150 glib 2.56.1-9.el7_9

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1.151 dropwizard-web-security 1.2.1

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* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/WebSecurityBundle.java
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* /dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/ImmutableStyles.java
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* /dropwizard-web-security-1-2-1-sources-1-jar/META-INF/maven/com.doordeck.websecurity/dropwizard-web-security/pom.xml

1.152 commons-pool 2.6.2

1.153 netty-codec 4.1.86.Final

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/**
* Enumeration of supported Base64 dialects.
* <p>
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.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-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java

* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
*

/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
*
/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
*
/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
*
/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
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/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java

* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
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 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/package-info.java
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 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/package-info.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
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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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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java

*
/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
*
/netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java

1.154 opentelemetry-sdk 1.24.0

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1.155 jedis 3.3.0

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1.156 bouncy-castle 1.71

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JUnit

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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<html lang="en">
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 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
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 -->

</head>
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<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
 role="menu">
      <li><a href="/foundation">Overview</a></li>
      <li><a href="/foundation/members.html">Members</a></li>
      <li><a href="/foundation/how-it-works.html">Process</a></li>
      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/glossary.html">Glossary</a></li>
      <li><a href="/foundation/preFAQ.html">FAQ</a></li>
      <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
      </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
   <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
     <li><a href="http://people.apache.org/">Overview</a></li>
     <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
     <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
      <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
     <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
      </li>
      <li class="dropdown">
       <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
       <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
      <li><a href="http://community.apache.org/">Community Development</a></li>
```

```
                <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
       </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
   <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
   <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
     '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
   <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
```

<style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover > .headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get Involved
    Community
 FAQ

    <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    Incubator
    Labs
    Licensing
    Licensing FAQ
    Trademark Policy
    Contacts


```
  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
       <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-1">
  </div>

 </div>
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  <div class="col-lg-12">
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<script src="/js/bootstrap.js"></script>
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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
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 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
 <meta name="msapplication-config" content="/favicons/browserconfig.xml">
 <meta name="theme-color" content="#303284">

 <title>Licenses</title>
```

```
 <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
 rel='stylesheet' type='text/css'>
 <link href="/css/min.bootstrap.css" rel="stylesheet">
 <link href="/css/styles.css" rel="stylesheet">


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</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
      <li><a href="/foundation">Overview</a></li>
     <li><a href="/foundation/members.html">Members</a></li>
     <li><a href="/foundation/how-it-works.html">Process</a></li>
     <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
     <li><a href="/foundation/glossary.html">Glossary</a></li>
     <li><a href="/foundation/preFAQ.html">FAQ</a></li>
     <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
     </li>
```

```
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
       </li>
       <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
           <li><a href="/foundation/getinvolved.html">Overview</a></li>
       <li><a href="http://community.apache.org/">Community Development</a></li>
             <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
       <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
         </ul>
    </li>
       <li><a href="/dyn/closer.cgi">Download</a></li>
       <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">
       <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
       <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
       <li><a href="/foundation/thanks.html">Thanks</a></li>
        </ul>
       </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
    <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
```

```
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
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```

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but the binding terms were all the same.
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link">¶</h3>
http://www.apache.org/licenses/LICENSE-1.0
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Apache packages (such as version 1.2 of the Web server).
<h1 id="clas">Contributor License Agreements<a class="headerlink" href="#clas" title="Permanent
link">¶</h1>
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complete, sign, and submit (via fax or
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signing the CCLA.
The ICLA is not tied to any employer you
may have, so it is recommended to
use one's personal email address in the contact details, rather than an @work
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Your Full name will be published unless you provide an alternative Public name.
For example if your full name is Andrew Bernard Charles Dickens, but you wish
to be known as Andrew Dickens, please enter the latter as your Public name.
The email address and other contact details are not published.
<h1 id="grants">Software Grants¶</h1>
When an individual or corporation decides to donate a body of existing
software or documentation to one of the Apache projects, they need to
execute a formal Software Grant Agreement (SGA) with
the ASF. Typically, this is done after negotiating approval with the ASF
Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"
title="Permanent link">¶</h1>
Documents may be submitted by fax or email.
If submitting by fax, please print, sign, and fax all pages of the document
to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.
If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.
Please send only one document per email.
If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,
<blockquote>
gpg --armor --detach-sign icla.pdf
</blockquote>
The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.

Instead, please upload your public key to pgpkeys.mit.edu.
The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
software-grant.pdf and software-grant.pdf.asc for grants.
<h1 id="crypto">Export restrictions¶</h1>
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<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
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<h1 id="questions">Questions?<a
 class="headerlink" href="#questions" title="Permanent link">¶</h1>
For answers to frequently asked licensing questions, please consult our
Licensing Frequently Asked Questions page.

<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get
 Involved
    Community FAQ

    <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    Incubator
    Labs
    Licensing
    Licensing FAQ

```
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
     <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-1">
  </div>

 </div>
 <hr class="col-lg-12 hr-white" />
 <div class="row">
```

```
    <div class="col-lg-12">
     <p class="text-center">Copyright &amp;#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
     <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
    </div>
   </div>
  </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```


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1.159 rxjava-server 0.9.0

1.159.1 Available under license :

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1.160 micronaut-http 3.8.8

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*/

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

This file maps Internet media types to unique file extension(s).
Although created for httpd, this file is used by many software systems
and has been placed in the public domain for unlimited redisribution.
#
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.moml+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.

```
/*
* Copyright 2012 The Netty Project
*
* The Netty Project licenses this file to you under the Apache License,
* version 2.0 (the "License"); you may not use this file except in compliance
* with the License. You may obtain a copy of the License at:
*
*   https://www.apache.org/licenses/LICENSE-2.0
*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS, WITHOUT
* WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the
* License for the specific language governing permissions and limitations
* under the License.
*/
```

Found in path(s):
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/QueryStringDecoder.java
No license file was found, but licenses were detected in source scan.

/*
* Copyright 2017-2021 original authors
*
* Licensed under the Apache License, Version 2.0 (the "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
*
* https://www.apache.org/licenses/LICENSE-2.0
*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/

Found in path(s):
* /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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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
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 /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
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/multipart/StreamingFileUpload.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriMatchInfo.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/SameSite.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ClientAuthentication.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/resource/ResourceLoaderFactory.java
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* /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
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 /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
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* /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
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* /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
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* /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
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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
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpClientFilter.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/package-info.java
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* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/PathVariableAnnotationBinder.java
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* /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
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* /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
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriMatcher.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Consumes.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Patch.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpHeaders.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpResponseFactory.java
* /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/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
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/MediaTypeCodec.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/DefaultMediaTypeCodecRegistry.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/context/event/HttpRequestTerminatedEvent.java
* /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
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/filter/HttpServerFilterResolver.java
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/QueryValueArgumentBinder.java
* /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
*
 /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
* /micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/SimpleHttpResponse.java

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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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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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1.162 cglib 3.2.9

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1.163 elfutils 0.176-5.el7

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1.165 netty-handler 4.1.86.Final

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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/PemPrivateKey.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/flow/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/flush/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/PemValue.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
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 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/package-info.java

* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedInput.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
*
/netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/IdleState.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapWriter.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapHeaders.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapWriteHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java

* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ClientAuth.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/logging/ByteBufFormat.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslClosedEngineException.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
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1.166 jose4j 0.6.3

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* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/InvalidKeyException.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/SelectorSupport.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/SimpleJwkFilter.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/ErrorCodeValidatorAdapter.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/VerificationJwkSelector.java
* /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
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/UncheckedJoseException.java
* /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
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 /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
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/InvalidAlgorithmException.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/Use.java
* /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
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/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/PlaintextNoneAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesCbcHmacSha2ContentEncryptionAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesKeyWrapManagementAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/GeneralJwtException.java
* /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
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/JwksVerificationKeyResolver.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionHelp.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/JoseException.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/BouncyCastleProviderHelp.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/zip/DeflateRFC1951CompressionAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/PbkdfKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/RsaKeyManagementAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/SubValidator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/RsaUsingShaAlgorithm.java
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* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/EllipticCurveJsonWebKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/SimpleKeyResolver.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/KeyPersuasion.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/BigEndianBigInteger.java
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/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/OctetSequenceJsonWebKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwtConsumerBuilder.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/JsonWebSignature.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/EcJwkGenerator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/HttpsJwks.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/NumericDateValidator.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/EllipticCurves.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/IntegrityException.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionKeyDescriptor.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/ExceptionHelp.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/HmacKey.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/CompactSerializer.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/zip/CompressionAlgorithmIdentifiers.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JtiValidator.java
*
/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwtConsumer.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/lang/JsonHelp.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/IssValidator.java

* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/KeyPairUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/MalformedClaimException.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/keys/RsaKeyUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/kdf/PasswordBasedKeyDerivationFunction2.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/kdf/KdfUtil.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmInfo.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/DirectKeyManagementAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jws/EcdsaUsingShaAlgorithm.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionKeys.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JweCustomizer.java
* /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
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* /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
*
 /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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* /jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/internal/apache/commons/codec/binary/BaseNCodec.java
* /jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/internal/apache/commons/codec/binary/Base64.java

1.167 metrics-annotation 4.2.12

1.167.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.annotation
Build-Jdk-Spec: 11
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: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.annotation;version="4.2.12"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.2.12
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-annotation-4-2-12-jar/META-INF/MANIFEST.MF

1.168 argparse 0.9.0

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1.169 pygpgme 0.3-9.el7

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1.170 gpg-pubkey f4a80eb5-53a7ff4b

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#+STARTUP: showall

* 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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2010 Steve Bennett <steveb@workware.net.au>
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1.175 avro 1.11.1

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1.177 cryptsetup-libs 2.0.3-6.el7

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1.178 spring-aop 5.3.23

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1.179 vault-java-driver 4.1.0

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```
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* <p>Intended for internal use by other classes within the Vault driver library.</p>
*
* <p>JSON parsing functionality.  The classes in this package are adapted from Ralf Sternberg's excellent
* <a href="https://github.com/ralfstx/minimal-json">"minimal-json"</a> library, available under the MIT License.
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*/
```

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```

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* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/Json.java
* /vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/PrettyPrint.java
* /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/JsonWriter.java
* /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
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* /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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1.180 hk2-api 2.6.1

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FIRST NOTE:
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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
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(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
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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
```

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  * Portions copyright 1995 Jim Luther
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  *
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  *   However, what you are not permitted to do is to
  *   redistribute the source as "DSC Sample Code" after
  *   having made changes. If you're going to
  *   redistribute the source, we require that you make
  *   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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 *
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 * 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 contribu-
tions as useful as we have his.

Note that the third and fourth stipulations still apply to any com-
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The following copyright applied to most of the VMS code in vms.c,
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```
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```
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* Miller. The product "Pocket UnZip" itself is property of the
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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.

1.182 joda-time 2.11.1

1.182.1 Available under license :

```
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1.183 chardet 2.2.1

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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.

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

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

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

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1.184 kotlin 1.6.10

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

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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
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application-supplied function or table used by this function
must
be optional: if the application does not supply it, the square
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Thus, it is not the intent of this section to claim rights or contest
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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 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

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1.187 libxml2 2.9.1-6.el7_9.6

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Ext headers GL/glext.h Khronos
GL/glxext.h Khronos
GL/wglext.h Khronos
KHR/khrplatform.h Khronos

****

---
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Mesa 3-D
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1.189 rxjava 1.3.8

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* /rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
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* /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
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* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BackpressureDrainManager.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLast.java
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* /rxjava-1-3-8-sources-4-jar/rx/Subscription.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkip.java
* /rxjava-1-3-8-sources-4-jar/rx/Producer.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAmb.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/NewThreadScheduler.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ImmediateScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/TestSubscriber.java
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* /rxjava-1-3-8-sources-4-jar/rx/subjects/SubjectSubscriptionManager.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action8.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorGroupBy.java

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* /rxjava-1-3-8-sources-4-jar/rx/functions/Func2.java
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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMerge.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorCast.java
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* /rxjava-1-3-8-sources-4-jar/rx/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
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* /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
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAutoConnect.java
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/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToFuture.java
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* /rxjava-1-3-8-sources-4-jar/rx/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
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/rxjava-1-3-8-sources-4-jar/rx/subjects/UnicastSubject.java
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* /rxjava-1-3-8-sources-4-jar/rx/subjects/TestSubject.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/AsyncSubject.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorNext.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorScan.java
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* /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/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
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduce.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/SuppressAnimalSniffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/util/ExceptionsUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeUsing.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorOnErrorResumeNext.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduceSeed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribePublishMulticast.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorZip.java
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core/src/main/java/org/jctools/queues/MessagePassingQueue.java
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* 2.  You may wrap/decorate an {@link Action0}, before it is handed off to a Scheduler.  The
 system-
* 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.

The license for the JCTools code is https://github.com/JCTools/JCTools/blob/master/LICENSE

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Built-By: build
Build-Jdk: 9.0.4
Implementation-Build-Id: 3.0.7-c8b5e20894f565780625d6f9b018ef7c458cd68
8, 2018-08-29T05:23:37-0700
Bnd-LastModified: 1535545434210
Bundle-Description: istack common utility code
Bundle-DocURL: http://www.oracle.com/
Bundle-License: https://glassfish.java.net/public/CDDL+GPL_1_1.html, h
ttps://glassfish.java.net/public/CDDL+GPL_1_1.html
Bundle-ManifestVersion: 2
Bundle-Name: istack common utility code runtime
Bundle-SymbolicName: com.sun.istack.commons-runtime
Bundle-Vendor: Oracle Corporation
Bundle-Version: 3.0.7
Export-Package: com.sun.istack;version="3.0.7";uses:="javax.activation
,javax.xml.stream,org.xml.sax,org.xml.sax.helpers",com.sun.istack.loc
alization;version="3.0.7",com.sun.istack.logging;version="3.0.7"
Implementation-Title: istack common utility code runtime
Implementation-Vendor: Oracle Corporation
Implementation-Vendor-Id:
com.sun.istack
Implementation-Version: 3.0.7
Import-Package: javax.activation,javax.xml.namespace,javax.xml.stream,
org.xml.sax,org.xml.sax.helpers
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.2.0.201605172007

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* /paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/NullParanamer.java
* /paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/AdaptiveParanamer.java
* /paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/ParameterNamesNotFoundException.java
* /paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/CachingParanamer.java
*

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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, 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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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.

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

d) If a facility in the modified
Library refers to a function or a
table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility

is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

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

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

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any

executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

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

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

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

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

For an executable, the required form of the "work that uses the
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the materials to be distributed need not include anything that is
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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
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accompany the operating system. Such a contradiction means you cannot
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the Library and of the other library facilities is otherwise
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Version 3, 29 June 2007

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software on general-purpose computers, but in those that do, we wish to
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The precise terms and conditions for copying, distribution and
modification follow.

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"The Program" refers to any copyrightable work licensed under this
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and
"recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work
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exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

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section 10
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You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

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b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

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a) Convey the object code in, or embodied in, a physical product
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Corresponding Source fixed on a durable physical medium
customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product
(including a physical distribution medium), accompanied by a
written offer, valid for at least three years
and valid for as
long as you offer spare parts or customer support for that product
model, to give anyone who possesses the object code either (1) a
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more than your reasonable cost of physically performing this
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d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in
the same way through the same place at no
further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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as a System Library, need not be
included in conveying the object code work.

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

@page
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USA.
@end smallexample

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:

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

@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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1.196 json-smart 2.4.7

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* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONNavi.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserMemory.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/ArraysMapper.java
*
 /json-smart-2-4-7-sources-jar/net/minidev/json/writer/CollectionMapper.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/FakeMapper.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/BeansMapper.java

* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONObject.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONStreamAwareEx.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserByteArray.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserString.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONAware.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParser.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONUtil.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/DefaultMapperOrdered.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONValue.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/CompressorMapper.java
*
/json-smart-2-4-7-sources-jar/net/minidev/json/JSONArray.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/DefaultMapperCollection.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONStreamAware.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserBase.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/JsonReader.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserInputStream.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JStylerObj.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONAwareEx.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/JSONStyle.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/writer/JsonReaderI.java
* /json-smart-2-4-7-sources-jar/net/minidev/json/parser/JSONParserStream.java

1.197 common-utils 7.0.5

1.197.1 Available under license :

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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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It is currently developed by a community of developers, as well as supported
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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
```

```
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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 -->

</head>

<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
          <ul class="dropdown-menu"
 role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
```

```
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
   <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
           <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
         </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
   <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
```

```
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
 .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences

```
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
     <li><a href="/dev/">Developer Information</a></li>
     <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
     <li><a href="/security/">Security</a></li>
     <li><a href="http://status.apache.org">Status</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>

      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
```

```
      <li><a href="/legal/">Legal Affairs</a></li>
      <li><a href="/licenses/">Licenses</a></li>
      <li><a href="/foundation/marks/">Trademark Policy</a></li>
      <li><a href="/foundation/records/">Public Records</a></li>
          <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
      <li><a href="/licenses/exports/">Export Information</a></li>
      <li><a
 href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
      <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
    </div>

    <div class="col-sm-1">
    </div>

   </div>
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<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
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<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Untitled Document</title>
</head>

<body>
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML>
<!--    @page { margin: 0.79in }    P { margin-bottom: 0.08in }    H1 { margin-top: 0in; margin-bottom: 0.17in; widows: 0; orphans: 0 }    H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal }    H1.cjk { font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal }    H1.ctl { font-family: "Tahoma"; font-size: 12pt; font-weight: normal }    -->
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</body>
</html>
Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers, as well as supported
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in some artifacts (usually source distributions); but is always available
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<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">

```
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
 <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
```

```
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
         <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
         </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
```

```
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
       </ul>
     </div>
   </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
     <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
     <div class="input-group" style="margin-bottom: 5px;">
    <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
       '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
```

```
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
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```

*.
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  </div>
  <div class="col-sm-2">
      <h5 class="white">Community</h5>
      <ul class="list-unstyled white" role="menu">
   <li><a href="http://community.apache.org/">Overview</a></li>
   <li><a href="/foundation/conferences.html">Conferences</a></li>
   <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
   <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
   <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
   <li><a href="/travel/">Travel Assistance</a></li>
   <li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
   <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
      <ul class="list-unstyled white" role="menu">
   <li><a href="http://incubator.apache.org/">Incubator</a></li>
   <li><a href="http://labs.apache.org/">Labs</a></li>
   <li><a href="/licenses/">Licensing</a></li>
   <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
   <li><a href="/foundation/marks/">Trademark Policy</a></li>
   <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
     <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
   <li><a href="/press/">Overview</a></li>
   <li><a href="https://blogs.apache.org/">ASF News</a></li>
   <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
   <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
   <li><a href="/press/#contact">Contacts</a></li>
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      </ul>
    </div>

    <div class="col-sm-2">
     <h5 class="white">Legal</h5>
       <ul class="list-unstyled white" role="menu">
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     <li><a href="/licenses/">Licenses</a></li>
     <li><a href="/foundation/marks/">Trademark Policy</a></li>
     <li><a href="/foundation/records/">Public Records</a></li>
         <li><a href="/foundation/policies/privacy.html">Privacy
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     <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
    </div>

    <div class="col-sm-1">
    </div>

   </div>
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
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* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/FileRegion.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/SingleThreadEventLoop.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/package-info.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/AbstractBootstrap.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/FixedRecvByteBufAllocator.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelException.java
* /netty-transport-4-1-70-final-sources-jar/io/netty/channel/CompleteChannelFuture.java
*
 /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
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 /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
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 /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>
*
* {@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

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

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vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2

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  <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>

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  <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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* /gson-2-9-1-sources-1-jar/com/google/gson/stream/JsonToken.java
* /gson-2-9-1-sources-1-jar/com/google/gson/stream/JsonScope.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/JsonPrimitive.java
* /gson-2-9-1-sources-1-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-9-1-sources-1-jar/com/google/gson/internal/ObjectConstructor.java
*
/gson-2-9-1-sources-1-jar/com/google/gson/JsonSerializer.java
* /gson-2-9-1-sources-1-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-9-1-sources-1-jar/com/google/gson/JsonDeserializer.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/InstanceCreator.java
* /gson-2-9-1-sources-1-jar/com/google/gson/internal/Primitives.java
* /gson-2-9-1-sources-1-jar/com/google/gson/internal/$Gson$Preconditions.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/JsonObject.java
* /gson-2-9-1-sources-1-jar/com/google/gson/JsonParseException.java
* /gson-2-9-1-sources-1-jar/com/google/gson/JsonNull.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/JsonArray.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/annotations/SerializedName.java
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* /gson-2-9-1-sources-1-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-9-1-sources-1-jar/com/google/gson/internal/Excluder.java
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1.208 guice-multibindings 4.2.2

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* /annotations-4-1-1-4-sources-jar/android/annotation/SuppressLint.java
* /annotations-4-1-1-4-sources-jar/android/annotation/TargetApi.java

1.213 hikaricp 4.0.3

1.213.1 Available under license :

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Found in path(s):
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/PoolEntry.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleHealthChecker.java

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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyCallableStatement.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariDataSource.java

*
 /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/UtilityElf.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariConfigMXBean.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleMetricsTrackerFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyPreparedStatement.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariPoolMXBean.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTracker.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/PropertyElf.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyStatement.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/MetricsTrackerFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariJNDIFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/HikariPool.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodaHaleMetricsTracker.java
*
 /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/MetricsTracker.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/PoolStats.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/ClockSource.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/PoolBase.java

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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTrackerFactory.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/IMetricsTracker.java
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Found in path(s):
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/SuspendResumeLock.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyResultSet.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariConfig.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java
*
 /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/FastList.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/ConcurrentBag.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/DriverDataSource.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyConnection.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyLeakTaskFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyLeakTask.java
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Found in path(s):
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTrackerFactory.java

1.214 nimbus-jose-jwt 9.24.2

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Found in path(s):

```
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jca/JWEJCAContext.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/JWTProcessorConfiguration.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/Base64URL.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/AESDecrypter.java
*
 /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/CompressionAlgorithm.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/JWKSelector.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/JWK.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/MACSigner.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/ECDSASigner.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/RSADecrypter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/PlainHeader.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/DirectDecrypter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/AbstractJWKSelectorWithSource.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/SignedJWT.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/KeyOperation.java
*
 /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWECryptoParts.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/CriticalHeaderParamsAware.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSSigner.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/JWTParser.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/JWSVerifierFactory.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/RestrictedResourceRetriever.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JOSEObject.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/PasswordBasedEncrypter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/KeyTypeException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/factories/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSAlgorithm.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/factories/DefaultJWSVerifierFactory.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/BadJOSEException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/ArrayUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/X509CertUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/RSAKey.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/bc/BouncyCastleProviderSingleton.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/source/ImmutableJWKSet.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/ByteUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JOSEException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/DefaultResourceRetriever.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/RemoteKeySourceException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/BadJWSException.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jca/JCASupport.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/PayloadTransformer.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/JSONArrayUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/EncryptionMethod.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSObject.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/RSASSAVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/IntegerUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/JWTProcessor.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/JWEDecrypterFactory.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/X509CertChainUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSHeader.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/source/ImmutableSecret.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/JWEKeySelector.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/JWKMetadata.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/source/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/KeyLengthException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEEncrypter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/ECKey.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/CommonSEHeader.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/PlainObject.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/Resource.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/BigIntegerUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEAlgorithm.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/OctetSequenceKey.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/DirectEncrypter.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/Payload.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/Header.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/JSONObjectUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/KeyException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/ECDSAVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JOSEObjectJSON.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jca/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JOSEObjectType.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/BadJWEException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/KeyUse.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/BadJWTException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/source/JWKSource.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/KeyConverter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/ClockSkewAware.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/SecurityContext.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEProvider.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/util/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/factories/DefaultJWEDecrypterFactory.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/JWTClaimsSet.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/JWT.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEDecrypter.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/X25519Encrypter.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/SecretJWK.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/ConfigurableJWTProcessor.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/JWTClaimsSetVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/JOSEMatcher.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jca/JCAAware.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSProvider.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/AsymmetricJWK.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/EncryptedJWT.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEObject.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/DefaultJWTClaimsVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/Requirement.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/AlgorithmFamily.java
*
/nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/RSASSASigner.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/MACVerifier.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/proc/package-info.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/JWSKeySelector.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWEHeader.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/SimpleSecurityContext.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/util/DateUtils.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/package-info.java

* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jca/JCAContext.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jwt/util/DateUtils.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/KeySourceException.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/Algorithm.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/package-info.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/jwk/ECParameterTable.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/proc/DefaultJOSEProcessor.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/impl/RSASSAProvider.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/impl/MACProvider.java

* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/crypto/impl/package-info.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/produce/package-info.java
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* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/JWSSignerOption.java
* /nimbus-jose-jwt-9-24-2-sources-1-jar/com/nimbusds/jose/ActionRequiredForJWSCompletionException.java
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1.216 cyrus-sasl 2.1.26-24.el7_9

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1.218 spring-beans 5.3.23

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.222 antlr-runtime 4.10

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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
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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

1.223 resourcelocator 1.0.3

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1.224 resilience4j-core 0.13.1

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1.225 javax-el 3.0.1-b11

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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/utils/StringUtils.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/TypeResolutions.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/ClassInfoList.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/ModuleInfo.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/ClasspathElement.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/MethodInfoList.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSClassLoaderHandler.java
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* /classgraph-4-8-149-sources-jar/io/github/classgraph/Resource.java

* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/concurrency/InterruptionChecker.java
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* /classgraph-4-8-149-sources-jar/io/github/classgraph/MappableInfoList.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/types/ParseException.java
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* /classgraph-4-8-149-sources-jar/io/github/classgraph/ClasspathElementDir.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/InfoList.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/ClassInfo.java
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jar/nonapi/io/github/classgraph/classloaderhandler/PlexusClassWorldsClassRealmClassLoaderHandler.java

* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/utils/FileUtils.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/utils/CollectionUtils.java
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* /classgraph-4-8-149-sources-jar/io/github/classgraph/ClassGraphException.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
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* /classgraph-4-8-149-sources-jar/io/github/classgraph/ObjectTypedValueWrapper.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
* /classgraph-4-8-149-sources-jar/io/github/classgraph/AnnotationClassRef.java
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* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/reflection/StandardReflectionDriver.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/CxfContainerClassLoaderHandler.java
* /classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/reflection/JVMDriverReflectionDriver.java
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1.234 python 2.7.5-92.el7_9

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

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

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

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

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

2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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1.235 shadow-utils 4.6-5.el7

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1.241 metrics-jvm 4.2.12

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jvm
Build-Jdk-Spec: 11
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: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jvm;uses:="com.codahale.metrics,j
avax.management";version="4.2.12"
Implementation-Title: JVM Integration for Metrics
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.sun.management;r
esolution:=optional,com.codahale.metrics;version="[4.2,5)",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-4-2-12-jar/META-INF/MANIFEST.MF

1.242 spring-context 5.3.23

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* /cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/impl/KafkaHeaders.java
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* /cloudevents-kafka-2-1-1-sources-1-jar/META-INF/maven/io.cloudevents/cloudevents-kafka/pom.xml

1.245 javax-json 1.0.4

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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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*/

1.248 metrics-httpclient 4.0.5

1.248.1 Available under license :

Apache-2.0

1.249 pam 1.1.8-23.el7

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1.250 xmlunit-placeholders 2.9.0

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Built-By: stefan
X-Git-Hash: e8420e80ed5ff60236d09f2950f5e0c5d8fcc59d (Branch main)
Bnd-LastModified: 1643130831687
Specification-Title: org.xmlunit:xmlunit-placeholders
Implementation-Vendor-Id: org.xmlunit
Bundle-DocURL: https://www.xmlunit.org/xmlunit-placeholders/
Include-Resource: META-INF/services/org.xmlunit.placeholder.Placeholde
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Import-Package: javax.xml.namespace,org.w3c.dom,org.xmlunit,org.xmluni
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Implementation-Title: org.xmlunit:xmlunit-placeholders
Bundle-Description:
 Parent POM for all artifacts of XMLUnit
Automatic-Module-Name: org.xmlunit.placeholder
Implementation-Version: 2.9.0
Specification-Vendor: XMLUnit
Bundle-ManifestVersion: 2
Bundle-Vendor: XMLUnit
Tool: Bnd-3.2.0.201605172007
Implementation-Vendor: XMLUnit
Bundle-Version: 2.9.0
X-Compile-Target-JDK: 1.7
build-time: 2022-01-25T17:11:48Z
X-Compile-Source-JDK: 1.7
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
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* /xmlunit-placeholders-2-9-0-1-jar/META-INF/maven/org.xmlunit/xmlunit-placeholders/pom.xml

1.251 lz4-java 1.7.1

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1.254 kerberos 1.15.1-55.el7_9

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lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
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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

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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1.255 httpclient-cache 4.5.13

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1.259 guice-assistedinject 4.2.2

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1.260 libcap-ng 0.7.5-4.el7

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1.263 netty-codec-socks 4.1.86.Final

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* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequestDecoder.java
*
 /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdResponseDecoder.java
* /netty-codec-socks-4-1-86-final-sources-

jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCommonUtils.java
* /netty-codec-socks-4-1-86-final-sources-
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* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdRequestDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandStatus.java
* /netty-codec-socks-4-1-86-final-sources-
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* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequest.java
*
/netty-codec-socks-4-1-86-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequestDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksInitResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponseDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequest.java
*
/netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/package-info.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksMessage.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/package-info.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java
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/netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdRequest.java
* /netty-codec-socks-4-1-86-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandResponse.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /netty-codec-socks-4-1-86-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandRequest.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksResponse.java
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* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
*
 /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java
* /netty-codec-socks-4-1-86-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequestDecoder.java
* /netty-codec-socks-4-1-86-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/package-info.java
* /netty-codec-socks-4-1-86-final-sources-

jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponseDecoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
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*
/netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5Message.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ClientEncoder.java
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jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java
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/netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksMessageType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksProtocolVersion.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksRequestType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksResponseType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthScheme.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AuthMethod.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAddressType.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksCmdStatus.java
*
/netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socks/SocksAuthStatus.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java
* /netty-codec-socks-4-1-86-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressType.java

1.264 openssl 1.0.2k-26.el7_9

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1.267 metrics-jetty 4.2.12

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jetty9
Build-Jdk-Spec: 11
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: 4.2.12
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
etty.server,org.eclipse.jetty.server.handler,org.eclipse.jetty.util.a
nnotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.thr
ead";version="4.2.12"
Implementation-Title: Metrics Integration for Jetty 9.3 and higher
Implementation-Version:
 4.2.12
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="[4.2,5)",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-jetty9-4-2-12-jar/META-INF/MANIFEST.MF

1.268 resilience4j-timelimiter 0.13.1

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1.269 j2objc-annotations 1.3

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1.270 jaxb-core 4.0.0

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1.271 pyxattr 0.5.1-5.el7

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1.273 micronaut-inject 3.8.8

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1.274 yum-metadata-parser 1.1.4-10.el7

1.274.1 Available under license :

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1.275 jetty-util 9.4.51.v20230217

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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

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

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

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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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1.276 commons-digester 3.2

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1.279 jersey-bean-validation 2.37

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1.281 logback-access 1.2.11

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* /resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/OpenState.java
* /resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnCallNotPermittedEvent.java
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* /resilience4j-circuitbreaker-0-13-1-sources-1-
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* /resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnResetEvent.java
* /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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```

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* /resilience4j-circuitbreaker-0-13-1-sources-1-

jar/io/github/resilience4j/circuitbreaker/internal/CircuitBreakerMetrics.java
* /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

1.283 jackson-databind 2.10.1

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It is currently developed by a community of developers, as well as supported
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1.284 netty-transport-classes-kqueue 4.1.86.Final

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* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-kqueue/pom.xml
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Found in path(s):
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannel.java
*
 /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueRecvByteAllocatorHandle.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueue.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueStaticallyReferencedJniMethods.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueDatagramChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-

jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/BsdSocket.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/AbstractKQueueStreamChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/KQueueSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/KQueueServerDomainSocketChannel.java
*
/netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueChannelOption.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueEventArray.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/Native.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/KQueueServerSocketChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/AbstractKQueueServerChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoop.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueChannelConfig.java
*
/netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/KQueueDatagramChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-
jar/io/netty/channel/kqueue/KQueueDomainSocketChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/package-info.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/AcceptFilter.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/NativeLongArray.java
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jar/io/netty/channel/kqueue/AbstractKQueueDatagramChannel.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannelConfig.java
* /netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannel.java

1.285 kpartx 0.4.9-136.el7_9

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1.286 angus-activation 1.0.0

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The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/angus-activation
* https://github.com/eclipse-ee4j/angus-mail

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None

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1.287 jboss-logging 3.4.3.Final

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1.289 iniparse 0.4

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A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member
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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
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2.3.3	2.3.2	2002-2003	PSF	yes

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1.290 json-path 2.7.0

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Found in path(s):
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidPathException.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/JsonPath.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/JsonPathException.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PropertyPathToken.java
*
 /json-path-2-7-0-sources-jar/com/jayway/jsonpath/WriteContext.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/GsonJsonProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/function/latebinding/PathLateBindingValue.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidJsonException.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Option.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/Path.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Configuration.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/CompiledPath.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Criteria.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/JsonProvider.java
*
 /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/ScanPathToken.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/JsonSmartJsonProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/DocumentContext.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/MapFunction.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/EvaluationContextImpl.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Filter.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PredicatePathToken.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Predicate.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/TapestryMappingProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/MappingException.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/RootPathToken.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/JakartaMappingProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/JsonFormatter.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/JsonContext.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/function/latebinding/ILateBindingValue.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/PathNotFoundException.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/ParseContext.java

1.291 pcre 8.32-17.el7

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Written by: Philip Hazel
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1.292 lz4 1.8.3-1.el7

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1.294 libsepol 2.5-10.el7

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@end enumerate

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@heading How to Apply These Terms to Your New Programs

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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
state 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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@var{one line to give the program's name and a brief idea of what it does.}
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@end smallexample

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If the program does terminal interaction, make it output a short
notice like this when it starts in an interactive mode:

@smallexample
@var{program} Copyright (C) @var{year} @var{name of author}
This program comes with ABSOLUTELY NO WARRANTY; for details type @samp{show w}.
This is free software, and you are welcome to redistribute it
under certain conditions; type @samp{show c} for details.
@end smallexample

The hypothetical commands @samp{show w} and @samp{show c} should show
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@c man end

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GCC RUNTIME LIBRARY EXCEPTION

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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Version 2.1, February 1999

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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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Version 3, 29 June 2007

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

When a ``work that uses the Library'' uses material from a header file
that is part of the Library, the object code for the work may be a
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Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data
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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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Otherwise, if the work is a derivative of the Library, you may
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1.298 jetty-util-ajax 9.4.51.v20230217

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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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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
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org.eclipse.jetty.toolchain:jetty-schemas

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1.299 protobuf-java 3.19.6

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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.
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Core]
Bundle-SymbolicName: com.google.protobuf
Bundle-Version: 3.19.6
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf;version="3.19.6"
Import-Package: sun.misc;resolution:=optional,com.google.protobuf;versio
n="[3.19,4)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

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* /protobuf-java-3-19-6-jar/META-INF/MANIFEST.MF
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* /protobuf-java-3-19-6-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-19-6-jar/google/protobuf/struct.proto
* /protobuf-java-3-19-6-jar/google/protobuf/wrappers.proto

* /protobuf-java-3-19-6-jar/google/protobuf/type.proto
* /protobuf-java-3-19-6-jar/google/protobuf/empty.proto
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/protobuf-java-3-19-6-jar/google/protobuf/any.proto
* /protobuf-java-3-19-6-jar/google/protobuf/descriptor.proto
* /protobuf-java-3-19-6-jar/google/protobuf/duration.proto
* /protobuf-java-3-19-6-jar/google/protobuf/field_mask.proto
* /protobuf-java-3-19-6-jar/google/protobuf/compiler/plugin.proto
* /protobuf-java-3-19-6-jar/google/protobuf/source_context.proto
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1.300 hibernate 5.6.10.Final

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Otherwise, if the work is a derivative of the Library, you may distribute
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Any executables containing that work also fall under Section 6,
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the work with the complete corresponding
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```
# The main CI of Hibernate ORM is https://ci.hibernate.org/job/hibernate-orm-5.6-h2/.
# However, Hibernate ORM builds run on GitHub actions regularly
# to check that it still works and can be used in GitHub forks.
# See https://docs.github.com/en/free-pro-team@latest/actions
# for more information about GitHub actions.

name: Hibernate ORM build

on:
 push:
   branches:
     - '5.6'
 pull_request:
   branches:
     - '5.6'

# See https://github.com/hibernate/hibernate-orm/pull/4615 for a description of the behavior we're getting.
concurrency:
 # Consider that two builds are in the same concurrency group (cannot run concurrently)
 # if they use the same workflow and are about the same branch ("ref") or pull request.
 group: "workflow = ${{ github.workflow }}, ref = ${{ github.event.ref }}, pr = ${{ github.event.pull_request.id
}}"
 # Cancel previous builds in the same concurrency group even if they are in process
 # for pull requests or pushes to forks (not the upstream repository).
  cancel-in-progress: ${{ github.event_name == 'pull_request' || github.repository != 'hibernate/hibernate-orm' }}

jobs:
 build:
   name: Java 8
   runs-on: ubuntu-latest
```

```
  strategy:
    fail-fast: false
    matrix:
      include:
        - rdbms: h2
#         - rdbms: hsqldb
        - rdbms: derby
        - rdbms: mysql8
        - rdbms: mariadb
        - rdbms: postgresql_9_5
        - rdbms: postgresql_13
        - rdbms: oracle
        - rdbms: db2
        - rdbms: mssql
        - rdbms: sybase
# Running with HANA requires at least 8GB memory just for the database, which we don't have on GH Actions runners
#         - rdbms: hana
  steps:
    - uses: actions/checkout@v2
      with:
        persist-credentials: false
    - name: Reclaim Disk Space
      run: .github/ci-prerequisites.sh
    - name: Start database
      env:
        RDBMS: ${{ matrix.rdbms }}
      run: ci/database-start.sh
    - name: Set up Java 8

  uses: actions/setup-java@v1
      with:
        java-version: 1.8
    - name: Get year/month for cache key
      id: get-date
      run: |
        echo "::set-output name=yearmonth::$(/bin/date -u "+%Y-%m")"
      shell: bash
    - name: Cache Maven local repository
      uses: actions/cache@v2
      id: cache-maven
      with:
        path: |
          ~/.m2/repository
          ~/.gradle/caches/
          ~/.gradle/wrapper/
        # refresh cache every month to avoid unlimited growth
        key: maven-localrepo-${{ steps.get-date.outputs.yearmonth }}
```

```
- name: Run build script
  env:
    RDBMS: ${{ matrix.rdbms }}
  run: ./ci/build-github.sh
  shell: bash
- name: Upload test reports (if Gradle failed)
  uses: actions/upload-artifact@v2
  if: failure()
  with:
    name: test-reports-java8-${{ matrix.rdbms }}
    path: |
      ./**/target/reports/tests/
      ./**/target/reports/checkstyle/
- name: Omit produced artifacts from build cache
  run: ./ci/before-cache.sh
```

1.301 jaxb-core 2.3.1

1.301.1 Available under license :

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1.302 pinentry 0.8.1-17.el7

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  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
 <meta name="msapplication-config" content="/favicons/browserconfig.xml">
 <meta name="theme-color" content="#303284">

 <title>Apache License, Version 2.0</title>
 <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
 <link href="/css/min.bootstrap.css" rel="stylesheet">
```

```
 <link href="/css/styles.css" rel="stylesheet">


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 -->

</head>

<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
 role="menu">
      <li><a href="/foundation">Overview</a></li>
      <li><a href="/foundation/members.html">Members</a></li>
      <li><a href="/foundation/how-it-works.html">Process</a></li>
      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/glossary.html">Glossary</a></li>
      <li><a href="/foundation/preFAQ.html">FAQ</a></li>
      <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
     </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
   <li class="dropdown">
```

```
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
           <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
         </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
   <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
   <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
```

```
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
 .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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</pre>

<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get Involved
    <a href="http://community.apache.org/newbiefaq.html">Community

```
FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
```

```
    <li><a
 href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
     </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
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   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
<html><head>
<title>301 Moved Permanently</title>
</head><body>
<h1>Moved Permanently</h1>
```

The document has moved here.
</body></html>
Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: schema-registry
Source: https://github.com/confluentinc/schema-registry

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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars

mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
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    <li>
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    </li>

    <li>
     <p>
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<li>
 <p>
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</li>

<li>
 <p>
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<li>
 <p>
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 <p>
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How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest
possible
use to the public, the best way to achieve this is to make it free software
which everyone can redistribute and change under these terms.

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.

Copyright (C) <year> <name of author>

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59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

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

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type
`show w'.
This is free software, and you are welcome to redistribute
it under certain conditions; type `show c' for details.

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.

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

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

signature of Ty Coon, 1 April 1989
Ty Coon, President of Vice

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<li style="background-color:yellow;">
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you modify this library, you may extend this exception to your version of
the library, but you are not obligated to do so.? If you do not wish to do
so, delete this exception statement from your version.
</p>

</body>
</html>
Jackson JSON processor

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

Licensing

Jackson core and extension components may be licensed under different licenses.
To find the details that apply to this artifact see the accompanying LICENSE file.
For more information, including possible other licensing options, contact
FasterXML.com (http://fasterxml.com).

Credits

A list of contributors may be found from CREDITS file, which is included
in some artifacts (usually source distributions); but is always available
from the source code management (SCM) system project uses.
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">

```
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
 <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
```

```
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
         <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
```

```
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
   <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
   <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
     '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
   <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
<p>The Apache Software Foundation uses various licenses to <a href="#distributions">distribute
```

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development. In all cases, contributors retain full rights to use their
original contributions for any other purpose outside of Apache while
providing the ASF and its projects the right to distribute and build upon
their work within Apache.
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link">¶</h1>
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link">¶</h3>
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TXT or HTML)
The 2.0 version of the Apache License was approved by the ASF in 2004. The
goals of this license revision have been to reduce the number of frequently
asked questions, to allow the license to be reusable without modification
by any project (including non-ASF projects), to allow the license to be
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to a location outside the license terms (the NOTICE
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The
result is a license that is supposed to be compatible with other open
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commercial organizations. The Apache Software Foundation is still trying to
determine if this version of the Apache License is compatible with the
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in * Applying the Apache License, Version 2.0
*.
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link">¶</h3>
http://www.apache.org/licenses/LICENSE-1.1
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wording due to varying requirements for attribution or mark identification,
but the binding terms were all the same.
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link">¶</h3>
http://www.apache.org/licenses/LICENSE-1.0
This is the original Apache License which applies only to older versions of
Apache packages (such as version 1.2 of the Web server).
<h1 id="clas">Contributor License Agreements<a class="headerlink" href="#clas" title="Permanent
link">¶</h1>
The ASF desires that all contributors of ideas, code, or documentation to
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email) an Individual Contributor License Agreement (ICLA).
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address.
Your Full name will be published unless you provide an alternative Public name.
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to be known as Andrew Dickens, please enter the latter as your Public name.
The email address and other contact details are not published.
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Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"
title="Permanent link">¶</h1>
Documents may be submitted by fax or email.
If submitting by fax, please print, sign, and fax all pages of the document

to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.
If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.
Please send only one document per email.
If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,
<blockquote>
gpg --armor --detach-sign icla.pdf
</blockquote>
The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
Instead, please upload your public key to pgpkeys.mit.edu.
The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
software-grant.pdf and software-grant.pdf.asc for grants.
<h1 id="crypto">Export restrictions¶</h1>
For export restriction information, please consult our ASF Export
Classifications page.
<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>
For ASF trademark and logo usage information, please consult our ASF
Trademark Use Policy page.
<h1 id="questions">Questions?<a
 class="headerlink" href="#questions" title="Permanent link">¶</h1>
For answers to frequently asked licensing questions, please consult our
Licensing Frequently Asked Questions page.

<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code

```
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
     <li><a href="/dev/">Developer Information</a></li>
     <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
     <li><a href="/security/">Security</a></li>
      <li><a href="http://status.apache.org">Status</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
```

```
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
 Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
    <p class="text-center">Copyright &amp;#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

This product currently only contains code developed by authors
of specific components, as identified by the source code files;
if such notes are missing files have been created by
Tatu Saloranta.

For additional credits (generally to people who reported problems)
see CREDITS file.

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A copy is also included with both the the downloadable source code package
and jar that contains class bytecodes, as file "ASL 2.0". In both cases,
that file should be located next to this file: in source distribution
the location should be "release-notes/asl"; and in jar "META-INF/"
Apache License

Version 2.0, January 2004

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1.307 proto-google-common-protos 2.5.1

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/**
 *
```

```
 *
 * <pre>
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 * </pre>
 *
 * <code>EARLY_ACCESS = 1;</code>
 */
```

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* /proto-google-common-protos-2-5-1-sources-jar/google/cloud/audit/audit_log.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/client.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/metric.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/annotations.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/distribution.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/monitoring.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/endpoint.proto
*
 /proto-google-common-protos-2-5-1-sources-jar/google/rpc/context/attribute_context.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/color.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/httpbody.proto

* /proto-google-common-protos-2-5-1-sources-jar/google/type/decimal.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/geo/type/viewport.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/phone_number.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/control.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/localized_text.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/timeofday.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/logging/type/http_request.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/service.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/longrunning/operations.proto
*
 /proto-google-common-protos-2-5-1-sources-jar/google/type/datetime.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/dayofweek.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/quaternion.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/interval.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/resource.proto
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* /proto-google-common-protos-2-5-1-sources-jar/google/type/date.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/rpc/code.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/label.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/fraction.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/month.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/error_reason.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/logging/type/log_severity.proto
*
 /proto-google-common-protos-2-5-1-sources-jar/google/api/field_behavior.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/monitored_resource.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/cloud/extended_operations.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/rpc/error_details.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/money.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/visibility.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/consumer.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/http.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/type/latlng.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/context.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/quota.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/usage.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/backend.proto
*
 /proto-google-common-protos-2-5-1-sources-jar/google/api/log.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/billing.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/rpc/status.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/system_parameter.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/auth.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/logging.proto
* /proto-google-common-protos-2-5-1-sources-jar/google/api/source_info.proto
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Found in path(s):
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/UsageRuleOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ErrorReason.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/AuthRequirementOrBuilder.java
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 /proto-google-common-protos-2-5-1-sources-jar/com/google/api/SourceInfoProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ControlOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/ErrorInfoOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/DistributionOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/cloud/audit/AuditLogOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/BackendRuleOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/VisibilityOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/HttpRule.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ErrorReasonProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/Color.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/HttpOrBuilder.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/PostalAddressOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/cloud/audit/AuthorizationInfo.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/BadRequestOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/ExprOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/Distribution.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/cloud/audit/RequestMetadataOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/ErrorInfo.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/MetricRule.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/longrunning/CancelOperationRequest.java

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 /proto-google-common-protos-2-5-1-sources-jar/com/google/longrunning/ListOperationsResponseOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/ErrorDetailsProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/HttpBodyProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/MonitoredResourceDescriptor.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/cloud/OperationResponseMapping.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ProjectProperties.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/cloud/audit/AuthenticationInfo.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/DocumentationRuleOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/Fraction.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ChangeType.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/Endpoint.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/AuthenticationRule.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ControlProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/LoggingProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/MonthProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/MonitoredResourceDescriptorOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/HttpBody.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/MetricDescriptor.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/SystemParameterProto.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/Status.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/Context.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/DocumentationOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/LabelDescriptorOrBuilder.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/PreconditionFailure.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/FieldBehaviorProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/MonitoringProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/RetryInfo.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ContextRuleOrBuilder.java

* /proto-google-common-protos-2-5-1-sources-jar/com/google/longrunning/WaitOperationRequestOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/LaunchStageProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/logging/type/LogSeverity.java
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 /proto-google-common-protos-2-5-1-sources-jar/com/google/logging/type/HttpRequestProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/CalendarPeriod.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/Metric.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/IntervalProto.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/DistributionProto.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/SystemParameterRuleOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/LatLngOrBuilder.java
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 /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ConfigChangeOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/LatLngProto.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/rpc/ResourceInfoOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/DayOfWeek.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/VisibilityRuleOrBuilder.java
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* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/HttpRuleOrBuilder.java
* /proto-google-common-protos-2-5-1-sources-jar/com/google/type/DecimalProto.java

* /proto-google-common-protos-2-5-1-sources-jar/com/google/api/ConsumerProto.java

1.308 berkeley-db 5.3.21-25.el7

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1.309 libverto 0.2.5-4.el7

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1.310 json-schema-core 1.2.14

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limitations under the License.
Fabio Di Fabio

* Allow to disable schema caching (except for preloaded schemas)

Randy Watler

* Support for reading schemas from non standard JSON (comments etc).

Matt Bishop

* OSGi support for Maven (now deprecated).

1.311 kafka-streams-avro-serde 6.2.1

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1.312 core-io 1.7.18

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1.313 jackson-annotations 2.15.0

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.315 feign-jaxrs 8.18.0

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1.316 rhino 1.7.7.2

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Found in path(s):
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/DToA.java
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```
/* -*- Mode: java; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 4 -*-
*
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* file, You can obtain one at http://mozilla.org/MPL/2.0/. */
/**
* This is interface defines a protocol for the reporting of
* errors during JavaScript translation in IDE-mode.
* If the {@link org.mozilla.javascript.Parser}'s error reporter is
* set to an instance of this interface, then this interface's
* {@link #warning} and {@link #error} methods are called instead
* of the {@link org.mozilla.javascript.ErrorReporter} versions. <p>
*
* These methods take a source char offset and a length.  The
* rationale is that in interactive IDE-type environments, the source
* is available and the IDE will want to indicate where the error
* occurred and how much code participates in it.  The start
 and length
* are generally chosen to fit within a single line, for readability,
* but the client is free to use the AST to determine the affected
* node(s) from the start position and change the error or warning's
* display bounds.<p>
*
* @author Steve Yegge
*/
```

Found in path(s):
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/IdeErrorReporter.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/DoubleConversion.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/FastDtoa.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/CachedPowers.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/DiyFp.java
*
 /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/DoubleHelper.java
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Found in path(s):
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJSON.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/idswitch/FileBody.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/IdScriptableObject.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/idswitch/Main.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/idswitch/SwitchGenerator.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeMath.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/json/JsonParser.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/idswitch/IdValuePair.java
*

/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/idswitch/CodePrinter.java
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Found in path(s):
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/debug/DebuggableObject.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/NewExpression.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/regexp/SubString.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeInt8Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaConstructor.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xml/XMLObject.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeArrayBuffer.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ClassShutter.java
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/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/RegExpLiteral.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Function.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/InterfaceAdapter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/SwingGui.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/WithStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/VariableInitializer.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlElemRef.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/RhinoException.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/JavaAdapter.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeGlobal.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeSymbol.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/DefaultErrorReporter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NodeTransformer.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ForLoop.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/Dim.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/serialize/ScriptableOutputStream.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlMemberGet.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/debug/Debugger.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlExpression.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/IRFactory.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Scope.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlLiteral.java
*

/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Block.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XML.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/ConsoleTextArea.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/GuiCallback.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/LetNode.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/regexp/NativeRegExpCtor.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/JSConsole.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/UnaryExpression.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ExpressionStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ScriptableObject.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeCall.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Comment.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/Global.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/FunctionObject.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/WhileLoop.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeBoolean.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/jdk13/VMBridge_jdk13.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Jump.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/NodeVisitor.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/PropertyGet.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ScriptRuntimeES6.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/serialize/ScriptableInputStream.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/BaseFunction.java

* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ErrorReporter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLName.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Scriptable.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ThrowStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Callable.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/JavaScriptException.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/QName.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Delegator.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/SecurityController.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/EmptyStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Assignment.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ImporterTopLevel.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/FastDtoaBuilder.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/KeywordLiteral.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeArrayBufferView.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/VMBridge.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/RegExpProxy.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Undefined.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/LazilyLoadedCtor.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/debug/DebuggableScript.java
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 /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/GeneratedClassLoader.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/optimizer/Codegen.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/ScopeProvider.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeInt32Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ErrorCollector.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Decompiler.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/SymbolScriptable.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLWithScope.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/UintMap.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/SwitchCase.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Interpreter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeTypedArrayIterator.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeArrayIterator.java
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 /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLLibImpl.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Ref.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/regexp/RegExpImpl.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/EvaluatorException.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaTopPackage.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeArray.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/debug/DebugFrame.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/InterpreterData.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeUint8ClampedArray.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ErrorNode.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/TopLevel.java

* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Symbol.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/SourceProvider.java
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 /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/NumberLiteral.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ScriptRuntime.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ObjToIntMap.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/regexp/NativeRegExp.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/ShellContextFactory.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ArrayComprehensionLoop.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Loop.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Label.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ContinuationPending.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Symbol.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/Main.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeObject.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeInt16Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/jdk15/VMBridge_jdk15.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/GeneratorExpressionLoop.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/SpecialRef.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ConditionalExpression.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ObjectLiteral.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlFragment.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Token.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/QuitAction.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeScript.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaArray.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ReturnStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/JavaMembers.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/classfile/ClassFileWriter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/MemberBox.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeUint16Array.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/CompilerEnvirons.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/Namespace.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/GeneratorExpression.java

* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ContextListener.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeContinuation.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeStringIterator.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/FunctionNode.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlString.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/IdFunctionCall.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/DestructuringForm.java
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/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/CodeGenerator.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlDotQuery.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLObjectImpl.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeTypedArrayView.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/SwitchStatement.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeNumber.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/Conversions.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeError.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/AstRoot.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Arguments.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaClass.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ObjectProperty.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeDataView.java
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* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/BoundFunction.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ObjArray.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeFloat64Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ContextAction.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeIterator.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Context.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ConstProperties.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeFloat32Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ExternalArrayData.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/ToolErrorReporter.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaMethod.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ParseProblem.java
*
/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaPackage.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ElementGet.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Script.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ParenthesizedExpression.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeFunction.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeString.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/IdFunctionObject.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ClassCache.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/InfixExpression.java

* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Synchronizer.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/CatchClause.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlPropRef.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeUint8Array.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/StringLiteral.java
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/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/UniqueTag.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeCallSite.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/Environment.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/Yield.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/optimizer/ClassCompiler.java
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeWith.java
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```
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* @(#)JTreeTable.java  1.2 98/10/27
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```
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/*
        * During the great date rewrite of 1.3, we tried to track the
```

```
* evolving ECMA standard, which then had a definition of
* getYear which always subtracted 1900.  Which we
* implemented, not realizing that it was incompatible with
* the old behavior...  now, rather than thrash the behavior
* yet again, we've decided to leave it with the - 1900
* behavior and point people to the getFullYear method.  But
* we try to protect existing scripts that have specified a
* version...
*/
```

Found in path(s):
* /rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ContextFactory.java

1.317 aop-alliance 1.0

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1.318 dbus-libs 1.10.24-15.el7

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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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1.321 uritemplate 0.10

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1.322 pycurl 7.19.0

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1.323 pyxattr 0.5.1

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* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java
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* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/AddressResolver.java
* /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
*
 /netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/HostsFileParser.java
* /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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* /netty-resolver-4-1-70-final-sources-jar/META-INF/maven/io.netty/netty-resolver/pom.xml

1.325 micronaut-jackson-databind 3.8.8

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1.326 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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1.327 servlet-api 4.0.1

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1.331 hk2-locator 2.6.1

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1.336 bzip2 1.0.6-13.el7

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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1.337 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
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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
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Created-By: Apache Maven Bundle Plugin
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1.338 libstdc++ 4.8.5-44.el7

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6b.

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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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(Executables containing this object code plus portions of the
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Any executables containing that work also fall under Section 6,
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@item
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@page
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```

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```
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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)
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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.
- 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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1.339 log4j-jcl 2.17.1

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1.340 archaius-core 0.7.6

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1.341 kafka-protobuf-serializer 7.0.5

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
```

```
 <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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 -->

</head>

<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
```

```
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu"
 role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
```

```
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
   <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
   <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
     '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
   <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
 .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://community.apache.org/">Overview</a></li>
    <li><a href="/foundation/conferences.html">Conferences</a></li>
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
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    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
        </ul>
  </div>

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    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
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    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
```

ASF News
Announcements
Twitter Feed
Contacts

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<ul class="list-unstyled white" role="menu">
Legal Affairs
Licenses
Trademark Policy
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Privacy Policy
Export Information
<a
href="/foundation/license-faq.html">License/Distribution FAQ
Contacts

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mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides

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<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Untitled Document</title>
</head>

<body>
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<!--    @page { margin: 0.79in }    P { margin-bottom: 0.08in }    H1 { margin-top: 0in; margin-bottom: 0.17in; widows: 0; orphans: 0 }    H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal }    H1.cjk { font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal }    H1.ctl { font-family: "Tahoma"; font-size: 12pt; font-weight: normal }   -->
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</body>
</html>
Jackson JSON processor

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

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from the source code management (SCM) system project uses.

```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
 <meta name="msapplication-config" content="/favicons/browserconfig.xml">
 <meta name="theme-color" content="#303284">

 <title>Licenses</title>
 <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
 rel='stylesheet' type='text/css'>
 <link href="/css/min.bootstrap.css" rel="stylesheet">
 <link href="/css/styles.css" rel="stylesheet">


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</head>
```

```
<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
      <li><a href="/foundation">Overview</a></li>
      <li><a href="/foundation/members.html">Members</a></li>
      <li><a href="/foundation/how-it-works.html">Process</a></li>
      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/glossary.html">Glossary</a></li>
      <li><a href="/foundation/preFAQ.html">FAQ</a></li>
      <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
     </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
   <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
     <li><a href="http://people.apache.org/">Overview</a></li>
     <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
     <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
      <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
     <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
     </li>
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
       <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
      <li><a href="http://community.apache.org/">Community Development</a></li>
```

```
                <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
       </ul>
     </div>
   </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
     <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
     <div class="input-group" style="margin-bottom: 5px;">
    <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
```

<style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
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address.
Your Full name will be published unless you provide an alternative Public name.
For example if your full name is Andrew Bernard Charles Dickens, but you wish

to be known as Andrew Dickens, please enter the latter as your Public name.
The email address and other contact details are not published.
<h1 id="grants">Software Grants¶</h1>
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Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"
title="Permanent link">¶</h1>
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gpg --armor --detach-sign icla.pdf
</blockquote>
The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
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<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>
For ASF trademark and logo usage information, please consult our ASF
Trademark Use Policy page.
<h1 id="questions">Questions?<a
class="headerlink" href="#questions" title="Permanent link">¶</h1>
For answers to frequently asked licensing questions, please consult our
Licensing Frequently Asked Questions page.

```
<!-- Footer -->

<footer class="bg-primary">
 <div class="container">
  <div class="row">
   <br />
   <div class="col-sm-1">

   </div>
   <div class="col-sm-2">
        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://community.apache.org/">Overview</a></li>
    <li><a href="/foundation/conferences.html">Conferences</a></li>
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get
 Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
        </ul>
   </div>

   <div class="col-sm-2">
    <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
   </div>

   <div class="col-sm-2">
    <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
     <li><a href="/dev/">Developer Information</a></li>
     <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
     <li><a href="/security/">Security</a></li>
      <li><a href="http://status.apache.org">Status</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
   </div>

   <div class="col-sm-2">
```

```
    <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
     <li><a href="/press/">Overview</a></li>
     <li><a href="https://blogs.apache.org/">ASF News</a></li>
     <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
     <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
     <li><a href="/press/#contact">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-2">
    <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
     <li><a href="/legal/">Legal Affairs</a></li>
     <li><a href="/licenses/">Licenses</a></li>
     <li><a href="/foundation/marks/">Trademark Policy</a></li>
     <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
 Policy</a></li>
     <li><a href="/licenses/exports/">Export Information</a></li>
     <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
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   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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1.342 pyliblzma 0.5.3-11.el7

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1.349 okio 3.0.0

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* /okio-3-0-0-sources-6-jar/commonMain/okio/internal/-Utf8.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/-JvmPlatform.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/-Util.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/-CommonPlatform.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/-NonJvmPlatform.kt
*
 /okio-3-0-0-sources-6-jar/commonMain/okio/internal/-ByteString.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/ByteString.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/ByteStringFactory.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/FixedLengthSourceTest.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/internal/ResourceFileSystem.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ZipFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/nativeMain/okio/FileSystem.kt
*
 /okio-3-0-0-sources-6-jar/jvmMain/okio/FileSystem.kt
* /okio-3-0-0-sources-6-jar/mingwX64Main/okio/WindowsFileHandle.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/internal/FixedLengthSource.kt
* /okio-3-0-0-sources-6-jar/nonJvmTest/okio/utilNonJvm.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/utilJvm.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/TimeoutTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/FileHandleTestingFileSystem.kt
* /okio-3-0-0-sources-6-jar/unixMain/okio/UnixFileHandle.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/ResourceFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/internal/-FileSystem.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ZipBuilder.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/Sha512.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/Md5.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/Sha1.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/MessageDigestConsistencyTest.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/internal/Sha1.kt
*
 /okio-3-0-0-sources-6-jar/nonJvmMain/okio/internal/Sha256.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/Sha256.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferFactory.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/CommonRealBufferedSourceTest.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/RealBufferedSource.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/BufferedSourceFactory.kt
*
 /okio-3-0-0-sources-6-jar/nonJvmMain/okio/Buffer.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/Buffer.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/Sink.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/AbstractBufferedSinkTest.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/BufferedSink.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/RealBufferedSink.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/Timeout.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/Okio.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/BufferedSource.kt
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* /okio-3-0-0-sources-6-jar/commonMain/okio/internal/-Buffer.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/BufferedSink.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/Timeout.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/BufferedSinkFactory.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/RealBufferedSink.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/BufferCommonTest.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/CommonOkioKotlinTest.kt
*
 /okio-3-0-0-sources-6-jar/commonTest/okio/AbstractBufferedSourceTest.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/util.kt
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* /okio-3-0-0-sources-6-jar/jvmMain/okio/ZipFileSystem.kt
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* /okio-3-0-0-sources-6-jar/commonTest/okio/HashingTest.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/ByteString.kt

* /okio-3-0-0-sources-6-jar/jvmTest/okio/ByteStringJavaTest.java
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* /okio-3-0-0-sources-6-jar/jvmMain/okio/Throttler.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/Utf8KotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/NioTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ByteStringKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ForwardingTimeoutKotlinTest.kt
*

/okio-3-0-0-sources-6-jar/jvmTest/okio/GzipKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/PipeKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/DeflateKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ThrottlerTakeTest.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/CommonOptionsTest.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/PeekSource.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/OkioKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ForwardingTimeoutTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/Stopwatch.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ThrottlerTest.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/-DeprecatedUpgrade.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferCursorKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferKotlinTest.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/-DeprecatedOkio.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferCursorTest.java
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* /okio-3-0-0-sources-6-jar/mingwX64Main/okio/-WindowsPosixVariant.kt
* /okio-3-0-0-sources-6-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/HashingSink.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/Path.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/HashingSource.kt
*
/okio-3-0-0-sources-6-jar/commonTest/okio/FakeFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/mingwX64Main/okio/-Windows.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/ForwardingFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/Hmac.kt
* /okio-3-0-0-sources-6-jar/sizet64Main/okio/-Sizet64.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/HashingSink.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/FileSystemJavaTest.java

* /okio-3-0-0-sources-6-jar/commonMain/okio/internal/-Path.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/NioSystemFileSystem.kt
* /okio-3-0-0-sources-6-jar/nativeMain/okio/FileSink.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/HmacTest.kt
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* /okio-3-0-0-sources-6-jar/appleTest/okio/AppleByteStringTest.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/Path.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/PathTest.kt
* /okio-3-0-0-sources-6-jar/nativeMain/okio/-Cinterop.kt
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 /okio-3-0-0-sources-6-jar/unixMain/okio/-UnixPosixVariant.kt
* /okio-3-0-0-sources-6-jar/jsMain/okio/FileSystem.kt
* /okio-3-0-0-sources-6-jar/appleMain/okio/ByteString.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/internal/Hmac.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/HashingSource.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/Path.kt
* /okio-3-0-0-sources-6-jar/nativeMain/okio/-PosixVariant.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/JvmSystemFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ZipFileSystemJavaTest.java
* /okio-3-0-0-sources-6-jar/appleMain/okio/-ApplePosixVariant.kt
* /okio-3-0-0-sources-6-jar/nativeTest/okio/NativeSystemFileSystemTest.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/FileMetadata.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/JvmSystemFileSystem.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/ExperimentalFileSystem.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/JvmTest.kt
* /okio-3-0-0-sources-6-jar/sizet32Main/okio/-Sizet32.kt
*
 /okio-3-0-0-sources-6-jar/linuxX64Main/okio/-LinuxX64PosixVariant.kt
* /okio-3-0-0-sources-6-jar/jsMain/okio/-JsPlatform.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/UnsafeCursorTest.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferedSinkJavaTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferedSinkTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/SocketTimeoutTest.java
*
/okio-3-0-0-sources-6-jar/jvmMain/okio/ForwardingSink.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/JvmOkio.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/SegmentPool.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/DeflaterSink.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferedSourceJavaTest.java
* /okio-3-0-0-sources-6-jar/jvmMain/okio/AsyncTimeout.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/AsyncTimeoutTest.java
* /okio-3-0-0-sources-6-jar/jvmMain/okio/GzipSink.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/SegmentPool.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/CommonBufferTest.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/SegmentPool.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/GzipSource.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/ReadUtf8LineTest.java
* /okio-3-0-0-sources-6-jar/jvmMain/okio/ForwardingSource.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/Buffer.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/Timeout.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/OkioTest.java
*
/okio-3-0-0-sources-6-jar/jvmMain/okio/RealBufferedSource.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/GzipSinkTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/TestUtil.kt
* /okio-3-0-0-sources-6-jar/commonTest/okio/MockSink.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/BufferedSource.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/DeflaterSinkTest.java
* /okio-3-0-0-sources-6-jar/jvmTest/okio/GzipSourceTest.java
* /okio-3-0-0-sources-6-jar/jvmMain/okio/BufferedSink.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/Utf8Test.java
* /okio-3-0-0-sources-6-jar/jvmMain/okio/RealBufferedSink.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/RealBufferedSource.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/BufferedSourceTest.java
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/LargeStreamsTest.java
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 /okio-3-0-0-sources-6-jar/jvmMain/okio/Pipe.kt
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* /okio-3-0-0-sources-6-jar/jvmMain/okio/SegmentedByteString.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/SegmentedByteString.kt
* /okio-3-0-0-sources-6-jar/commonMain/okio/SegmentedByteString.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/SegmentSharingTest.kt
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* /okio-3-0-0-sources-6-jar/jvmTest/okio/CipherAlgorithm.kt
* /okio-3-0-0-sources-6-jar/jvmMain/okio/CipherSink.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/CipherSourceTest.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/internal/HashFunction.kt
*
 /okio-3-0-0-sources-6-jar/jvmMain/okio/CipherSource.kt
* /okio-3-0-0-sources-6-jar/nonJvmMain/okio/internal/HashFunction.kt
* /okio-3-0-0-sources-6-jar/jvmTest/okio/CipherSinkTest.kt

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1.351 activation-api 2.1.0

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1.352 pygobject 3.22.0

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* /netty-transport-native-kqueue-4-1-86-final-sources-1-jar/netty_kqueue_eventarray.h
* /netty-transport-native-kqueue-4-1-86-final-sources-1-jar/netty_kqueue_eventarray.c
* /netty-transport-native-kqueue-4-1-86-final-sources-1-jar/netty_kqueue_native.c
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* /netty-transport-native-kqueue-4-1-86-final-sources-1-jar/META-INF/maven/io.netty/netty-transport-native-kqueue/pom.xml

1.354 netty-resolver 4.1.86.Final

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* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
*
 /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/InetNameResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/AddressResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/HostsFileParser.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
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* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/HostsFileEntries.java
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* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/package-info.java
* /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
*
 /netty-resolver-4-1-86-final-sources-jar/io/netty/resolver/NoopAddressResolver.java
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1.355 dropwizard-jackson 2.1.2

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1.356 netty-tcnative-classes 2.0.54.Final

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* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/Library.java
* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/Buffer.java
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* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLSessionCache.java
* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLSession.java
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* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/ResultCallback.java
* /netty-tcnative-classes-2-0-54-final-sources-
jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethodAdapter.java
* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/AsyncTask.java
*
 /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethod.java
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* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java
* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethod.java
*
 /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodTask.java
* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java

* /netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLTask.java
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1.357 micronaut-management 3.8.8

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1.359 swagger-core 1.6.6

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Manifest-Version: 1.0
Bnd-LastModified: 1649085244161
Build-Jdk: 1.8.0_151

Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Mave
n repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core
Bundle-Version: 1.6.6
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.converter;version="1.6.6";uses:="com.faster
xml.jackson.annotation,io.swagger.models,io.swagger.models.properties
",io.swagger.core.filter;version="1.6.6";uses:="io.swagger.model,io.s
wagger.models,io.swagger.models.parameters,io.swagger.models.properti
es",io.swagger.config;version="1.6.6";uses:="io.swagger.core.filter,i
o.swagger.models",io.swagger.model;version="1.6.6";uses:="io.swagger.
models",io.swagger.util;version="1.6.6";uses:="com.fasterxml.jackson.
 core,com.fasterxml.jackson.databind,com.fasterxml.jackson.databind.mo
dule,io.swagger.annotations,io.swagger.models,io.swagger.models.auth,
io.swagger.models.parameters,io.swagger.models.properties",io.swagger
.core;version="1.6.6",io.swagger.core.util;version="1.6.6",io.swagger
.reader;version="1.6.6"
implementation-version: 1.6.6
Import-Package: javax.validation.constraints;version="[1.1,3)",com.fas
terxml.jackson.annotation;version="[2.13,3)",com.fasterxml.jackson.co
re;version="[2.13,3)",com.fasterxml.jackson.core.type;version="[2.13,
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 ckson.databind.type;version="[2.13,3)",com.fasterxml.jackson.databind
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n="[2.13,3)",com.google.common.collect;version="[31.0,32)",io.swagger
.annotations;version="[1.6,2)",io.swagger.core.filter;version="[1.6,2
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",io.swagger.models.refs;version="[1.6,2)",javax.xml.bind.annotation,
org.apache.commons.lang3;version="[3.2,4)",org.apache.commons.lang3.t
ext;version="[3.2,4)",org.slf4j;version="[1.7,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.3.0.201609221906
url: https://github.com/swagger-api/swagger-core/modules/swagger-core

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1.360 servlet-api 4.0.4

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<![CDATA[
```

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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/LocalStrings_ja.properties
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/LocalStrings.properties
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/http/LocalStrings_fr.properties
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/LocalStrings_ja.properties
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/LocalStrings_fr.properties
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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletRegistration.java
* /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/AsyncEvent.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
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* /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/HttpSessionBindingListener.java
* /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
* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/ServletConfig.java
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* /jakarta-servlet-api-4-0-4-sources-jar/javax/servlet/descriptor/package.html

1.361 kafka-schema-serializer 7.0.5

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Other developers who have contributed code are:

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```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
```

```
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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permissions and limitations under the License.
 -->

</head>

<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu"
 role="menu">
        <li><a href="/foundation">Overview</a></li>
```

```
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
```

```
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
     <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
     <div class="input-group" style="margin-bottom: 5px;">
    <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
       '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
 .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```

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<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>

```
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://community.apache.org/">Overview</a></li>
    <li><a href="/foundation/conferences.html">Conferences</a></li>
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
     </ul>
  </div>
```

```
   <div class="col-sm-2">
    <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a
 href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
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   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides

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  li {display: block;}
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END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible
use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

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.

```
<ul>
 <li>
  <p>
   One line to give the program's name and a brief idea of what it does.
  </p>
 </li>
 <li>
  <p>
   Copyright (C) <year> <name of author>
  </p>
 </li>
 <li>
  <p>
   This program is free software; you can redistribute it and/or modify it
   under the terms of the GNU General Public License as published by the
   Free Software Foundation; either version 2 of the License, or (at your
   option) any later version.
  </p>

</li>
 <li>
  <p>
   This program is distributed in the hope that it will be useful, but
   WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY
   or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License
   for more details.
  </p>
 </li>
 <li>
  <p>
   You should have received a copy of the GNU General Public License along
   with this program; if not, write to the Free Software Foundation, Inc.,
   59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
  </p>
 </li>
</ul>
<p>
 Also add information on how to contact you by electronic and paper mail.
</p>
<p>
 If the program is interactive, make it output a short notice like this
 when it starts in an interactive mode:
</p>
<ul>
 <li>
  <p>
   Gnomovision version 69, Copyright (C) year name of author<br />
   Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type
```

`show w'.
This is free software, and you are welcome to redistribute
it under certain conditions; type `show c' for details.

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.

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

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

signature of Ty Coon, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs. If your program is a subroutine library, you may
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<li style="background-color:yellow;">
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and to copy and distribute the resulting executable under terms of your
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the terms and conditions of the license of that module.? An independent
module is a module which is not derived from or based on this library.? If
you modify this library, you may extend this exception to your version of
the library, but you are not obligated to do so.? If you do not wish to do
so, delete this exception statement from your version.

</body>
</html>
Jackson JSON processor

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

Licensing

Jackson core and extension components may be licensed under different licenses.
To find the details that apply to this artifact see the accompanying LICENSE file.
For more information, including possible other licensing options, contact
FasterXML.com (http://fasterxml.com).

Credits

A list of contributors may be found from CREDITS file, which is included
in some artifacts (usually source distributions); but is always available
from the source code management (SCM) system project uses.
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">

```
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
 <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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distributed under the License is distributed on an &quot;AS IS&quot; 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. -->

</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
```

```
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
         <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
```

```
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
       </ul>
     </div>
   </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
    <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
    <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
```

```
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
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listed below.</p>
<h3 id="2.0">Apache License, Version 2.0 (current)<a class="headerlink" href="#2.0" title="Permanent
link">&amp;para;</a></h3>
<p><a href="LICENSE-2.0">http://www.apache.org/licenses/LICENSE-2.0</a> (
<a href="LICENSE-2.0.txt">TXT</a> or <a href="LICENSE-2.0.html">HTML</a> )</p>
<p>The 2.0 version of the Apache License was approved by the ASF in 2004. The
goals of this license revision have been to reduce the number of frequently
asked questions, to allow the license to be reusable without modification
by any project (including non-ASF projects), to allow the license to be
included by reference instead of listed in every file, to clarify the
license on submission of contributions, to require a patent license on
contributions that necessarily infringe the contributor's own patents, and
to move comments regarding Apache and other inherited attribution notices
to a location outside the license terms (the <a href="example-NOTICE.txt">NOTICE
file</a> ).</p>
<p>The
 result is a license that is supposed to be compatible with other open
source licenses, while remaining true to the original goals of the Apache
Group and supportive of collaborative development across both nonprofit and
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determine if this version of the Apache License is <a href="GPL-compatibility.html">compatible with the
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<p>All packages produced by the ASF are implicitly licensed under the Apache
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```

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in * Applying the Apache License, Version 2.0
*.
<h3 id="1.1">Apache License, Version 1.1 (historic)<a class="headerlink" href="#1.1" title="Permanent
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http://www.apache.org/licenses/LICENSE-1.1
The 1.1 version of the Apache License was approved by the
ASF in 2000. The
primary change from the 1.0 license is in the 'advertising clause' (section
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attribution in their advertising materials, only in their documentation.
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<h3 id="1.0">Apache License, Version 1.0 (historic)<a class="headerlink" href="#1.0" title="Permanent
link">¶</h3>
http://www.apache.org/licenses/LICENSE-1.0
This is the original Apache License which applies only to older versions of
Apache packages (such as version 1.2 of the Web server).
<h1 id="clas">Contributor License Agreements<a class="headerlink" href="#clas" title="Permanent
link">¶</h1>
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intellectual property via the corporation, that may have been assigned as
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cover any of their contributions which are not owned by the corporation
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Your Full name will be published unless you provide an alternative Public name.
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to be known as Andrew Dickens, please enter the latter as your Public name.
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the ASF. Typically, this is done after negotiating approval with the ASF
Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
 available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"
title="Permanent link">¶</h1>
Documents may be submitted by fax or email.
If submitting by fax, please print, sign, and fax all pages of the document
to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.
If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.
Please send only one document per email.
If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,
<blockquote>
gpg --armor --detach-sign icla.pdf
</blockquote>
The above will create
 a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
Instead, please upload your public key to pgpkeys.mit.edu.
The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
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<h1 id="crypto">Export restrictions¶</h1>
For export restriction information, please consult our ASF Export
Classifications page.
<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>
For ASF trademark and logo usage information, please consult our ASF
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<h1 id="questions">Questions?<a
 class="headerlink" href="#questions" title="Permanent link">¶</h1>
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<!-- Footer -->

<footer class="bg-primary">

```
  <br />
  <div class="col-sm-1">

  </div>
  <div class="col-sm-2">
        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
   <li><a href="http://community.apache.org/">Overview</a></li>
   <li><a href="/foundation/conferences.html">Conferences</a></li>
   <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
   <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
   <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
   <li><a href="/travel/">Travel Assistance</a></li>
   <li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
   <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
   <li><a href="http://incubator.apache.org/">Incubator</a></li>
   <li><a href="http://labs.apache.org/">Labs</a></li>
   <li><a href="/licenses/">Licensing</a></li>
   <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
   <li><a href="/foundation/marks/">Trademark Policy</a></li>
   <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
     <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
   <li><a href="/press/">Overview</a></li>
   <li><a href="https://blogs.apache.org/">ASF News</a></li>
   <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
```

```
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-2">
    <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
 Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
This product currently only contains code developed by authors
of specific components, as identified by the source code files;
if such notes are missing files have been created by
Tatu Saloranta.
```

For additional credits (generally to people who reported problems)
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and jar that contains class bytecodes, as file "ASL 2.0". In both cases,
that file should be located next to this file: in source distribution
the location should be "release-notes/asl"; and in jar "META-INF/"
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1.362 jakarta-annotation-api 2.1.1

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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
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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
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compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
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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,
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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
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You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

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

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

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

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

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

is
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.
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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
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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
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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 (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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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.

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

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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/pool/package-info.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/pool/ChannelPool.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelId.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
*
 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultChannelId.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ConnectTimeoutException.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-4-1-86-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/SelectStrategy.java
*
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/oio/AbstractOioMessageChannel.java
*
 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/SocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/DefaultServerSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/CombinedChannelDuplexHandler.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/bootstrap/Bootstrap.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelDuplexHandler.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/FixedRecvByteBufAllocator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelPromise.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/oio/AbstractOioByteChannel.java
*
 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/group/CombinedIterator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/AbstractNioChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/package-info.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelInboundHandler.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultEventLoop.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AbstractChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/EventLoopGroup.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelFuture.java
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*
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/netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelMetadata.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/bootstrap/ServerBootstrap.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/package-info.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/local/LocalChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ThreadPerChannelEventLoop.java
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*
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/DatagramPacket.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/local/LocalServerChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/group/ChannelGroupFutureListener.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/SingleThreadEventLoop.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/local/package-info.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/EventLoopException.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ServerSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/package-info.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannel.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/NioTask.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/oio/OioEventLoopGroup.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/PendingWriteQueue.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelHandlerMask.java

1.369 metrics 4.2.12

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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.)

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
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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.

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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>

This library is free software; you can redistribute
it and/or
modify it under the terms of the GNU Library General Public
License as published by the Free Software Foundation; either
version 2 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful,
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., 675 Mass Ave, Cambridge, MA 02139, 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!

1.371 vavr-match 0.9.2

1.371.1 Available under license :

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

```
/*  __   __ __ __   __ ___
* \ \ / /   \ \ / / __/
*  \ V / /\ \ V / /
*   \____/__/ \__\____/__/
*
* Copyright 2014-2017 Vavr, http://vavr.io
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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/
```

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

1.372 swagger-compat-spec-parser 1.0.61

1.372.1 Available under license :

Apache-2.0

1.373 kmod 20-28.el7

1.373.1 Available under license :

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Version 2.1, February 1999

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

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

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

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

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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TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. 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.

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

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

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

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

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

For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
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
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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/util/concurrent/CycleDetectingLockFactory.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.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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*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAdder.java
* /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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*/
/*
  * This method was written by Doug Lea with assistance from members of JCP JSR-166 Expert Group
  * and released to the public domain, as explained at
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Striped.java

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* /guava-31-1-jre-sources-1-jar/com/google/common/base/NullnessCasts.java
* /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/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.
*/

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/DoublesMethodsForWeb.java
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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/SingletonImmutableList.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /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
*
/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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /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

* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.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
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* /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
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* /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
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 /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
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 /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
* /guava-31-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CartesianList.java

* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
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* /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
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* /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
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* /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
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 /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/collect/SortedLists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/package-info.java
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* /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
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectSpliterators.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/base/ExtraObjectsMethodsForWeb.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /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/io/MoreFiles.java
* /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/collect/SortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMultisets.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/io/AppendableWriter.java
* /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/util/concurrent/JdkFutureAdapters.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /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/net/UrlEscapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.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/ObjectArrays.java
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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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Tables.java
* /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
*
 /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Collections2.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.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/xml/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
* /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
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* /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
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
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* /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.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/FloatsMethodsForWeb.java
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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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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
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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/util/concurrent/ClosingFuture.java
* /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/math/BigDecimalMath.java
* /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/base/Joiner.java
* /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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  */

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*/

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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
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 /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
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /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
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /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
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* /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
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/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
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1.377 feign-core 8.18.0

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* /feign-core-8-18-0-sources-jar/feign/MethodMetadata.java
* /feign-core-8-18-0-sources-jar/feign/codec/EncodeException.java
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/feign-core-8-18-0-sources-jar/feign/FeignException.java
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* /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
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1.379 commons-codec 1.15

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1.380 jersey-metainf-services 2.37

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1.381 error_prone_annotations 2.3.3

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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /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
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/ForOverride.java

* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /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/FormatMethod.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
*
 /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/FormatString.java

1.382 jopt-simple 5.0.4

1.383 python-kitchen 1.1.1-5.el7

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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflater.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/DeflaterOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/JZlib.java
*
/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InflaterInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPException.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/CRC32.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfBlocks.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Checksum.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Deflater.java
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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Deflate.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflate.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Adler32.java
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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfCodes.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Tree.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStreamException.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/StaticTree.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfTree.java

1.386 antlr 3.5.3

1.386.1 Available under license :

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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() ::= ""
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/ASTDbg.stg
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/** Add an adaptor property that knows how to build trees */
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
* tree parsers and producers require.
*/
@genericParser.apifuncs() ::= <<
<if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);<\n>
<endif>
ctx->vectors =
 antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
<if(PARSER)>
/* We created the adaptor so we must free it
*/
ADAPTOR->free(ADAPTOR);
<endif>
>>

@returnScope.ruleReturnMembers() ::= <<

<super.ASTLabelType()> tree;

```
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0;<\n>
>>

ruleInitializations() ::= <<
<super.ruleInitializations()>
root_0 = NULL;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM
 stream_<it>;}; separator="\n">
>>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that conatins the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= <<
<super.ruleLabelInitializations()>
<ruleDescriptor.tokenLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">

<ruleDescriptor.allTokenRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token
<it>"); \} };
 separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); \}};
separator="\n">

<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
retval.tree  = NULL;
<endif>
>>


/**  a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = NULL;
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<endif>
<endif>
>>

@alt.initializations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));<\n>
<endif>
<endif>
<endif>
>>


// T r a c k i n g  R u l e  E l e m e
 n t s
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<token>;
stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
```

```
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>; stream_<token>-
>add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelTrack(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelAST(...)>
>>


// RULE REF AST



/** Match ^(label+=TOKEN
```

```
 ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>


/* How to accumulate lists when we are doing rewrite tracking...
*/
listLabelTrack(label) ::= <<
/* listLabelTrack(label)
*/
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST
* option but if the user is going to walk the tree, they will want
* all their custom elements from rule returns.
*
* Normally, we use inline structures (which the compiler lays down
* code to copy from heap allocations. However, here we want to accumulate copies
* of the returned structures because we are adding them to a list. This only makes sense if the
* grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
* returned from the
 rule. The rewrite will extract the tree pointer. However, if we are not going to
* do a tree re-write, then the user may wish to iterate the structures returned by the rule in
* action code and will expect the user defined returns[] elements to be available when they do this.
* Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
* a function that can free the allocated space. We cannot know how to free user allocated elements and
* presume that the user will know to do this using their own factories for the structures they allocate.
*/
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{
  RETURN_TYPE_<label> * tcopy;

  tcopy = (RETURN_TYPE_<label> *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no
memory allocation checks! */
  ANTLR3_MEMCPY((void *)(tcopy), (const void *)&<label>, sizeof(RETURN_TYPE_<label>));
  list_<label>->add(list_<label>, (void
```

```
 *)tcopy, freeScope);  /* Add whatever the return type is */<\n>
}
>>

// R e w r i t e

rewriteCode(
 alts,
 description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel,
 enclosingTreeLevel,
 treeLevel) ::=
<<

/* AST REWRITE
* elements          : <referencedElementsDeep; separator=", ">
* token labels      : <referencedTokenLabels; separator=", ">
* rule labels       : <referencedRuleLabels; separator=", ">
* token list labels : <referencedTokenListLabels; separator=", ">
* rule list labels  : <referencedRuleListLabels; separator=", ">
*/
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <\n>
<endif>
{
 <rewriteCodeLabelsDecl()>
 <rewriteCodeLabelsInit()>
 root_0       = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
 <prevRuleRootRef()>.tree    = root_0;
 <alts:rewriteAlt();
 separator="else ">
 <if(TREE_PARSER)>
 <if(rewriteMode)>
 <prevRuleRootRef()>.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 INPUT->replaceChildren(INPUT, ADAPTOR->getParent(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, _last),
                  retval.tree);
 <endif>
 <endif>
 <prevRuleRootRef()>.tree = root_0; // set result root
```

```
 <rewriteCodeLabelsFree()>

}
>>

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedTokenListLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedRuleLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
<referencedRuleListLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
>>

rewriteCodeLabelsInit()
 ::= <<
<referencedTokenLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>);};
separator="\n"
>
<referencedTokenListLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>); };
separator="\n"
>
<referencedRuleLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL);};
separator="\n"
>
<referencedRuleListLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>);};
separator="\n"
>
>>
rewriteCodeLabelsFree() ::= <<
```

```
<referencedTokenLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>); };
separator="\n"
>
<referencedTokenListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleLabels
:{it
 | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) };
separator="|| "> )
 {
  <alt>
 }
 <referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>

rewriteClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
```

```
{
 while
 ( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
 {
  <alt>
 }
 <referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>
RewriteEarlyExitException() ::=
<<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>
rewritePositiveClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
if (<referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
{
   <RewriteEarlyExitException()>
}
else
{
 while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>)) }; separator="|| "> ) {
  <alt>
 }
 <referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
    <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>
```

```
/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \<-- rewriteEmptyAlt()) */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
  <root:rewriteElement()>
  <children:rewriteElement()>
  ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ?
NULL : stream_<label>->nextToken(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot
```

```
/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createRewriteNodeFromElement(...)>, root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token,
 ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule,dup) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));<\n>
>>

rewriteRuleRefRoot(rule,dup) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL
: stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action)
 ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
```

```
rewriteRuleLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL
: stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot((<ASTLabelType>)(stream_<label> == NULL
? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
<terminalOptions.node>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>

#if <length(args)> == 2
 (<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=",
">))
#else
 (<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args;
separator=", ">)
#endif

<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)"<tokenType>")
<endif>
<endif>
```

>>

createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextToken(stream_<token>)<if(args)>, <args; separator=",
"><endif>)
<else>
<if(args)> <! must create new node from old !>

#if <length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args;
separator=", ">)) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args; separator=", ">)
#endif

<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
<endif>
<endif>
>>

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* /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">
>>
```

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* /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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*/
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>
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/AST.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"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/Delphi.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(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(terminalO
ptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found in path(s):
* /antlr-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>)
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ST.stg

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```
/*
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
DebugTreeAdaptor *adaptor = [DebugTreeAdaptor newTreeAdaptor:(id)dbg Adaptor:[CommonTreeAdaptor
newTreeAdaptor]];

// fix this
- (void) setTreeAdaptor:(id<TreeAdaptor>)anAdaptor
{
  adaptor = [DebugTreeAdaptor newTreeAdaptor:dbg Adaptor:anAdaptor];
<if(grammar.grammarIsRoot)>
  adaptor = [DebugTreeAdaptor
 newTreeAdaptor:adaptor withDBG:dbg];
<else>
  adaptor = (DebugTreeAdaptor *)adaptor; // delegator sends dbg adaptor
<endif><\n>
```

```
  <grammar.directDelegates:{g|[<g:delegateName()> setTreeAdaptor:adaptor];}>
}

- (id<TreeAdaptor>)getTreeAdaptor
{
  return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
  [DebugEventSocketProxy newDebugEventSocketProxy:self, port, <if(TREE_PARSER)>[input
getTreeAdaptor]<else>adaptor<endif>];
[self setDebugListener:proxy];
[self set<inputStreamType>:[Debug<inputStreamType> newDebug<inputStreamType>:input with:proxy]];
try {
  [proxy handshake];
}
@catch (IOException *ioe) {
  [self reportError:ioe];
}
>>

@ctorForRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForProfilingRootGrammar.finally() ::=<<
CommonTreeAdaptor *adap = [CommonTreeAdaptor
 newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForPredefinedListener.superClassRef() ::= @"super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];<\n>
<endif>
>>
```

@treeParserHeaderFile.superClassName ::= "DebugTreeParser"

@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTDbg.stg
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

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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```
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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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*/

```
/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var _first_0:<ASTLabelType>
 = null;
var _last:<ASTLabelType> = null;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = <ASTLabelType>(_first_0);
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
_last = <ASTLabelType>(input.LT(1));
{
var _save_last_<treeLevel>:<ASTLabelType> = _last;
var _first_<treeLevel>:<ASTLabelType> = null;
<if(!rewriteMode)>
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
```

```
 ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
```

```
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
```

```
 <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
```

```
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.tree);
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto
 construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
<ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
```

```
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRootTrack(...)>
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
<if(backtracking)>}<endif>
<endif>
>>
```

Found in path(s):
* /antlr-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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```

```
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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 tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/* addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* ASTTreeParser returnScopeInterface.memVars
 */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>
```

```
/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* ASTTreeParser returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope methods */
@returnScope.methods() ::= <<
/* ASTTreeParser returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
     if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}

- (void) dealloc
{
  [self setTree:nil];
  [super dealloc];
}

@synthesize tree;
>>

@returnScopeProperties() ::= <<
@property (retain) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
/* ASTTreeParser
 ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *_first_0 = nil;
<ASTLabelType> *_last = nil;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
```

```
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
/* ASTTreeParser noRewrite */
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType> *)_first_0;
if ( [treeAdaptor getParent:retval.tree] != nil && [treeAdaptor isNil:[treeAdaptor getParent:retval.tree]] ) )
  retval.tree = (<ASTLabelType> *)[treeAdaptor getParent:retval.tree];
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
/* ASTTreeParser tree */
_last = (<ASTLabelType> *)[input LT:1];
{
<ASTLabelType> *_save_last_<treeLevel> = _last;
<ASTLabelType> *_first_<treeLevel> = nil;
<if(!rewriteMode)>
<ASTLabelType>
 *root_<treeLevel> = [[[treeAdaptor class] newEmptyTree] retain];
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == TokenTypeDOWN ) {
  [self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
[self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
<children:element()>
[self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
```

```
[treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
<endif>
_last
 = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
  <label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
  <label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
  [treeAdaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==nil
 ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
```

```
/* ASTTreeParser tokenRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefRuleRootAndListLabel
 */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser wildcard */
_last = (<ASTLabelType> *)[input LT:1];
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType> *)[adaptor dupTree:<label>];
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSet */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
```

```
<label>_tree = [<terminalOptions.node>
 new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTTreeParser matchRuleBlockSet */
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSetBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTTreeParser matchSetRuleRoot */
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
root_<treeLevel>
 = (<ASTLabelType> *)[adaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRef */
_last = (<ASTLabelType> *)[input LT:1];
```

```
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
  [treeAdaptor addChild:<label>.tree toTree:root_<treeLevel>];
<else> <! rewrite mode !>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefAndListLabel */
<ruleRef(...)>
<! <listLabel(elem = "["+label+" getTree]",...)> !>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 ( state.backtracking == 0 ) <endif>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>.tree old:root_<treeLevel>];
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrackAndListLabel(...)>
```

```
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser
 ruleRefRuleRootTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
/* ASTTreeParser createRewriteNodeFromElement */
<if(terminalOptions.node)>
<! new <terminalOptions.node>(stream_<token>.nextNode()) !>
[[[<terminalOptions.node>(stream_<token> alloc] init] nextNode];
<else>
<! stream_<token>.nextNode() !>
[stream_<token> nextNode]
<endif>
>>

ruleCleanUp() ::= <<
/* ASTTreeParser ruleCleanUp */
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType> *)[treeAdaptor
 rulePostProcessing:root_0];
<if(backtracking)>}<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD license"]
```

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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
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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
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.
*/
/*
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.

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

group Dbg;

/*
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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.
*/

@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
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.
*/

/*
*  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.

/*
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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.
*/

/** 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
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```
/*
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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
```

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```
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/*
* 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.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"]
// Copyright (c) 2005-2009 Jim Idle, Temporal Wave LLC
// http://www.temporal-wave.com
```

```
// http://www.linkedin.com/in/jimidle
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// 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
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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.
*/
/** 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> );"
```

Found in path(s):

* /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/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
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/ASTParser.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>")
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/Dbg.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()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
 retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>
```

```
/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF
```

```
/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
```

```
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
```

```
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
```

```
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
```

>>

Found in path(s):
* /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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```
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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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*/
/*
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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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*
* Conversion to C#:
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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.text)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found
 in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ASTParser.stg
No license file was found, but licenses were detected in source scan.

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

/*
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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, ...
*/

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>
%>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/AST.stg
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```
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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(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));

```
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>


/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>


/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus
```

```
 ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>);},...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createNodeFromToken(...)>,
 root_0));},...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>ADAPTOR->addChild(ADAPTOR, root_0,
<label>.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 = (<ASTLabelType>)(ADAPTOR-
>becomeRoot(ADAPTOR, <label>.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
<ruleRef(...)>
<listLabelAST(...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelAST(...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
<listLabelAST(...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp()>
```

<if(backtracking)>
if (<actions.(actionScope).synpredgate>)
{<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
   <ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
   <ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<if(backtracking)>
}<\n>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/C/ASTParser.stg
No license file was found, but licenses were detected in source scan.

/*
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http://www.temporal-wave.com
http://www.linkedin.com/in/jimidle

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```
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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
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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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*/

/** 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>
>>

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* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ASTParser.stg
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```

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

/*
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*

```
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*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
public static readonly
 string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
```

```
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input,
 ruleIndex, stopIndex, <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier;
 null="public"> <name>( <inputStreamType> input, int port, RecognizerSharedState state )
 : base( input, state )
{
```

```
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/**
 Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
```

```
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|,
 <g:delegateName()>}>);}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Much of the following rules were merged into CSharp3.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
```

```
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble()
 ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>
```

```
//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

// Region overrides that tell various constructs to add debugging
 triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"
```

```
//@element.prematch()
 ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/Dbg.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() ::= <<
 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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```

```
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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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<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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SUCH DAMAGE.

```
#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"

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Cpp/Cpp.stg
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* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/ST.stg
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Java/Dbg.stg
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Python/AST.stg
* /antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ST4ObjC.stg

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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
 */
group ASTTreeParser;

/** Add a variable to track last element matched */
```

```
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_First[0] := nil;
_Last := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_First, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (State.Backtracking = 0) then
begin<endif>
<if(rewriteMode)>
RetVal.Tree := _First[0] as I<ASTLabelType>;
if (Adaptor.GetParent(RetVal.Tree) \<\> nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then
 RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>;
<endif>
<if(backtracking)>end;<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_Last := Input.LT(1)
 as I<ASTLabelType>;
begin
 _Save_Last[<treeLevel>] := _Last;
 _First[<treeLevel>] := nil;
<if(!rewriteMode)>
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;<\n>
<endif>
 <root:element()>
<if(rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(root.el.rule)>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree;
<else>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>;
<endif>
<endif>
```

```
 <actionsAfterRoot:element()>
<if(nullableChildList)>
 if (Input.LA(1) = TToken.DOWN) then
 begin
   Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
   <children:element()>
   Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
 end;
<else>
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
 Adaptor.AddChild(Root[<enclosingTreeLevel>],
 Root[<treeLevel>]);
<endif>
 _Last := _Save_Last[<treeLevel>];
end;<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>
end;
```

```
<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_Llast := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if
```

```
 (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree,
 Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
```

```
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
>>

/**
 ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
```

```
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken
 to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

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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>

// 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.wildcardTreeListLabels]
 :{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.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
```

```
<endif>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
<else>
<super.ruleRefTrack(...)>
<endif>
>>
```

```
/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now;
 override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
```

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

/*
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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

1.387 json-c 0.11-4.el7_0

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1.388 netty-transport-classes-epoll 4.1.86.Final

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* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollMode.java
*
 /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
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jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
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jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.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.

   */
/**
    * 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.
    */
```

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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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1.389 shared-mime-info 1.8-5.el7

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1.397 xerces-j 2.12.2

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1.399 error_prone_annotations 2.3.4

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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java
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* /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
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 /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
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/RequiredModifiers.java
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* /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
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* /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
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/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

1.400 jakarta-validation-api 2.0.2

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* /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
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 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ParameterNameProvider.java
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* /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
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1.402 postgresql-jdbc 42.4.1

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*
 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipExtraField.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipShort.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ExtraFieldUtils.java

* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipConstants.java
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* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/IOUtils.java
*
 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/FileUtilsV2_2.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/StringBuilderWriter.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/FilenameUtils.java
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Found in path(s):
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZTFileUtil.java

* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipInfoCallback.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/NameMapper.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/FileSource.java
*
/zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntryUtil.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/PreJava8TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/Zips.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ByteSource.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/Java8TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntrySource.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/IdentityNameMapper.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipUtil.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/TimestampStrategyFactory.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntryCallback.java

1.405 guice 4.2.2

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1.406 jackson-module-guice 2.15.0

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1.407 hibernate-commons-annotations 5.1.2.Final

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1.408 dracut 033-572.el7

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1.409 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

1.410 kitchen 1.1.1

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Found in path(s):
* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/JsonObject.java
* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/JsonArray.java

* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/JsonException.java
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Found in path(s):
* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/Yytoken.java
* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/Jsoner.java
* /json-simple-3-0-2-sources-5-jar/com/github/cliftonlabs/json_simple/Jsonable.java

1.412 metrics-logback 4.2.12

1.412.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 11
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: 4.2.12
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="4.2.12"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.2.12
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="[4.2,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
*

/metrics-logback-4-2-12-jar/META-INF/MANIFEST.MF

1.413 netty-codec 4.1.70.Final

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/*
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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>.
*/
```

Found in path(s):
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/Base64.java

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Found in path(s):
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /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
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java
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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
*
/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
*
/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /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
*
/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /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
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /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
*
/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/package-info.java

* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/bytes/package-info.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /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
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /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
*
 /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/protobuf/ProtobufDecoderNano.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
*
 /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /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/DeflateOptions.java
* /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
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert
 Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/
```

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* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /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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```
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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-4-1-70-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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*/

Found in path(s):
* /netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
* /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

1.414 device-mapper 1.02.170-6.el7_9.5

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It was downloaded from http://www.sistina.com/products_lvm.htm

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rosybrown
grey63
mediumpurple2a
mediumpurple1
gold3
darkkhaki
navajowhite3
grey69
lightsteelblue3
lightsteelblue
yellow3
darkolivegreen3b
darkseagreen3a
darkseagreen2
lightcyan3
lightskyblue1
greenyellow
darkolivegreen2
palegreen1a
darkseagreen2a
darkseagreen1
paleturquoise1
red3a
deeppink3
deeppink3a
magenta3a
magenta3b
magenta2
darkorange3a
indianreda
hotpink3a
hotpink2
orchid
mediumorchid1
orange3
lightsalmon3a
lightpink3

pink3
plum3
violet
gold3a
lightgoldenrod3
tan
mistyrose3
thistle3
plum2
yellow3a
khaki3
lightgoldenrod2
lightyellow3
grey84
lightsteelblue1
yellow2
darkolivegreen1
darkolivegreen1a
darkseagreen1a
honeydew2
lightcyan1
red1
deeppink2
deeppink1
deeppink1a
magenta2a
magenta1
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
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grey46
grey50
grey54
grey58
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grey66
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grey78
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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
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insert_line, il1, al
insert_padding, ip, ip
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key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
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key_cancel, kcan, @2
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key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
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key_ctab, kctab, kt
key_dc, kdch1, kD
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key_down, kcud1, kd
key_eic, krmir, kM

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key_enter, kent, @8
key_eol, kel, kE
key_eos,
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key_exit, kext, @9
key_f0, kf0, k0
key_f1, kf1, k1
key_f10, kf10, k;
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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
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key_f20, kf20, FA
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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
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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
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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
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key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kil1, kA
key_left, kcub1, kl
key_ll, kll, kH
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key_message, kmsg, %3
key_move, kmov, %4
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key_options, kopt, %7
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key_print, kprt, %9
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key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
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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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* /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
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 /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
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* /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/ParsedLine.java
* /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
* /jline-3-20-0-sources-jar/org/jline/reader/impl/completer/FileNameCompleter.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java
* /jline-3-20-0-sources-jar/org/jline/utils/Colors.java
* /jline-3-20-0-sources-jar/org/jline/utils/AttributedStringBuilder.java
* /jline-3-20-0-sources-jar/org/jline/style/Styler.java
* /jline-3-20-0-sources-jar/org/jline/terminal/Terminal.java
* /jline-3-20-0-sources-jar/org/jline/utils/Curses.java
* /jline-3-20-0-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
* /jline-3-20-0-sources-jar/org/jline/style/StyleFactory.java
* /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
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* /jline-3-20-0-sources-jar/org/jline/reader/Buffer.java
* /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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1.420 perfmark-api 0.17.0

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* /perfmark-api-0-17-0-sources-3-jar/io/perfmark/Link.java
* /perfmark-api-0-17-0-sources-3-jar/io/perfmark/package-info.java
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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/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/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
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* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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* /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/SniCompletionEvent.java
* /netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
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 /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

1.422 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
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* /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/flowable/FlowableCollect.java
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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/fuseable/QueueDisposable.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableUnsubscribeOn.java
* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeUnsafeCreate.java
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* /rxjava-2-1-10-sources-jar/io/reactivex/subjects/package-info.java
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* /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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/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/ScheduledDirectTask.java
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1.423 failureaccess 1.0.1

1.424 objenesis 2.6

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1.426 hk2-utils 2.6.1

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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/version/RouteVersionFilter.java
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* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/exceptions/UnsatisfiedPartRouteException.java
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/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/qualifier/ConsumesMediaTypeQualifier.java
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* /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

* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/ErrorRouteMatch.java
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Found in path(s):
* /micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/StaticResourceResolverFactory.java

1.429 metrics-json 4.2.12

1.429.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.json
Build-Jdk-Spec: 11
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: 4.2.12
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
.2.12"
Implementation-Title: Jackson Integration for Metrics
Implementation-Version: 4.2.12
Import-Package: com.codahale.metrics;version="[4.2,5)",com.codahale.me
trics.health;version="[4.2,5)";resolution:=optional,com.fasterxml.jac
kson.core;version="[2.12,3)",com.fasterxml.jackson.databind;version="
[2.12,3)",com.fasterxml.jackson.databind.module;version="[2.12,3)",co

m.fasterxml.jackson.databind.ser;version="[2.12,3)",com.fasterxml.jac
kson.databind.ser.std;version="[2.12,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /metrics-json-4-2-12-jar/META-INF/MANIFEST.MF

1.430 netty-codec-http 4.1.86.Final

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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketScheme.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpServerExpectContinueHandler.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/ReadOnlyHttpHeaders.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieDecoder.java
*
 /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/rtsp/RtspDecoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/CookieUtil.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/package-info.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpUtil.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
*
 /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/Cookie.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpScheme.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValidationUtil.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMixedHttpData.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/TooLongHttpLineException.java

*
/netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/TooLongHttpContentException.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/TooLongHttpHeaderException.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
*

/netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketDecoderConfig.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker00.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker13.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilterProvider.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
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/netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolConfig.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeaders.java
*
 /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/PingWebSocketFrame.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/DefaultCookie.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/InterfaceHttpData.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpContent.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpRequestDecoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectEncoder.java
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 /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/CaseIgnoringComparator.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpObjectAggregator.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpObject.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
* /netty-codec-http-4-1-86-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker13.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/DiskAttribute.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/MemoryFileUpload.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/multipart/HttpDataFactory.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpServerCodec.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpHeadersEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
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* /bson-record-codec-4-6-1-sources-jar/org/bson/codecs/record/RecordCodecProvider.java
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* /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/annotations/BsonProperty.java
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1.434 netty-transport-native-unix-common 4.1.86.Final

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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/IovArray.java
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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DomainDatagramSocketAddress.java
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/netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/SegmentedDatagramPacket.java
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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/UnixChannel.java
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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java

1.435 kafka-protobuf-provider 7.0.5

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```
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<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
 <meta name="msapplication-config" content="/favicons/browserconfig.xml">
 <meta name="theme-color" content="#303284">

 <title>Apache License, Version 2.0</title>
 <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
 rel='stylesheet' type='text/css'>
 <link href="/css/min.bootstrap.css" rel="stylesheet">
 <link href="/css/styles.css" rel="stylesheet">


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 -->
```

```
</head>

<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
 role="menu">
      <li><a href="/foundation">Overview</a></li>
      <li><a href="/foundation/members.html">Members</a></li>
      <li><a href="/foundation/how-it-works.html">Process</a></li>
      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/glossary.html">Glossary</a></li>
      <li><a href="/foundation/preFAQ.html">FAQ</a></li>
      <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
     </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
   <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
     <li><a href="http://people.apache.org/">Overview</a></li>
     <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
     <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
      <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
     <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
     </li>
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
```

```
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
          <li><a href="http://community.apache.org/">Community Development</a></li>
                <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
          <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
           </ul>
      </li>
          <li><a href="/dyn/closer.cgi">Download</a></li>
          <li class="dropdown">
           <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
           <ul class="dropdown-menu" role="menu">

      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
          <li><a href="/foundation/contributing.html">Donations</a></li>
          <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
          <li><a href="/foundation/thanks.html">Thanks</a></li>
           </ul>
          </li>
        </ul>
      </div>
    </div>
  </nav>
</header>
<!-- / Navigation -->
<div class="container">
  <div class="row">
    <div class="col-md-9 col-sm-8 col-xs-12">
      <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
    </div>
    <div class="col-md-3 col-sm-4 col-xs-12">
      <div class="input-group" style="margin-bottom: 5px;">
     <script>
  (function() {
    var cx = '005703438322411770421:5mgshgrgx2u';
    var gcse = document.createElement('script');
    gcse.type = 'text/javascript';
    gcse.async = true;
    gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
        '//cse.google.com/cse.js?cx=' + cx;
    var s = document.getElementsByTagName('script')[0];
     s.parentNode.insertBefore(gcse, s);
  })();
</script>
     <gcse:searchbox-only></gcse:searchbox-only>
    </div>
    <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
    <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
```

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<style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover > .headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get Involved
    Community
 FAQ

    <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    Incubator
    Labs
    Licensing
    Licensing FAQ
    Trademark Policy
    Contacts


```
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
     </ul>
  </div>

  <div class="col-sm-1">
  </div>

 </div>
 <hr class="col-lg-12 hr-white" />
 <div class="row">
  <div class="col-lg-12">
   <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
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<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
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</head><body>
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The document has moved here.
</body></html>
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Upstream-Name: schema-registry
Source: https://github.com/confluentinc/schema-registry

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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
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0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk { font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.ctl { font-family: "Tahoma"; font-size: 12pt; font-weight: normal } -->
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with this program; if not, write to the Free Software Foundation, Inc.,
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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type
`show w'.
This is free software, and you are welcome to redistribute
it under certain conditions; type `show c' for details.

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.

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

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

signature of Ty Coon, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs. If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with
the library. If this is what you want to do, use the GNU Library General
Public License instead of this License.

<li style="background-color:yellow;">
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you modify this library, you may extend this exception to your version of
the library, but you are not obligated to do so.? If you do not wish to do
so, delete this exception statement from your version.

</body>
</html>
Jackson JSON processor

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

Licensing

Jackson core and extension components may be licensed under different licenses.
To find the details that apply to this artifact see the accompanying LICENSE file.
For more information, including possible other licensing options, contact
FasterXML.com (http://fasterxml.com).

Credits

A list of contributors may be found from CREDITS file, which is included
in some artifacts (usually source distributions); but is always available
from the source code management (SCM) system project uses.
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="utf-8">
 <meta http-equiv="X-UA-Compatible" content="IE=edge">
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <meta name="description" content="Home page of The Apache Software Foundation">

 <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
 <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
 <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
 <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
 <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
 <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
 <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
 <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
 <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
 <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
 <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
 <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
 <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
 <link rel="manifest" href="/favicons/manifest.json">
 <link rel="shortcut icon" href="/favicons/favicon.ico">
 <meta name="msapplication-TileColor" content="#603cba">
 <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">

```
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
         <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
```

```
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
   <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
     <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
```

```
    <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
 > .elementid-permalink { visibility: visible }</style>
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link">&para;</a></h1>
<p>All software produced by The Apache Software Foundation or any of its
```

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The 2.0 version of the Apache License was approved by the ASF in 2004. The
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contributions that necessarily infringe the contributor's own patents, and
to move comments regarding Apache and other inherited attribution notices
to a location outside the license terms (the NOTICE
file).
The
result is a license that is supposed to be compatible with other open
source licenses, while remaining true to the original goals of the Apache
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commercial organizations. The Apache Software Foundation is still trying to
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in * Applying the Apache License, Version 2.0
*.
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http://www.apache.org/licenses/LICENSE-1.1
The 1.1 version of the Apache License was approved by the
ASF in 2000. The
primary change from the 1.0 license is in the 'advertising clause' (section
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attribution in their advertising materials, only in their documentation.
Individual packages licensed under the 1.1 version may have used different
wording due to varying requirements for attribution or mark identification,
but the binding terms were all the same.
<h3 id="1.0">Apache License, Version 1.0 (historic)¶</h3>
http://www.apache.org/licenses/LICENSE-1.0
This is the original Apache License which applies only to older versions of
Apache packages (such as version 1.2 of the Web server).
<h1 id="clas">Contributor License Agreements¶</h1>
The ASF desires that all contributors of ideas, code, or documentation to

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 complete, sign, and submit (via fax or
email) an Individual Contributor License Agreement (ICLA).
The purpose of this agreement is to clearly define the
terms under which intellectual property has been contributed to the ASF and
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intellectual property via the corporation, that may have been assigned as
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signing the CCLA.
The ICLA is not tied to any employer you
 may have, so it is recommended to
use one's personal email address in the contact details, rather than an @work
address.
Your Full name will be published unless you provide an alternative Public name.
For example if your full name is Andrew Bernard Charles Dickens, but you wish
to be known as Andrew Dickens, please enter the latter as your Public name.
The email address and other contact details are not published.
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When an individual or corporation decides to donate a body of existing
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the ASF. Typically, this is done after negotiating approval with the ASF
Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
 available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"
title="Permanent link">¶</h1>
Documents may be submitted by fax or email.
If submitting by fax, please print, sign, and fax all pages of the document
to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.
If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.
Please send only one document per email.
If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,
<blockquote>
gpg --armor --detach-sign icla.pdf
</blockquote>

The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
Instead, please upload your public key to pgpkeys.mit.edu.
The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
software-grant.pdf and software-grant.pdf.asc for grants.
<h1 id="crypto">Export restrictions¶</h1>
For export restriction information, please consult our ASF Export
Classifications page.
<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>
For ASF trademark and logo usage information, please consult our ASF
Trademark Use Policy page.
<h1 id="questions">Questions?<a
 class="headerlink" href="#questions" title="Permanent link">¶</h1>
For answers to frequently asked licensing questions, please consult our
Licensing Frequently Asked Questions page.

<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get
 Involved
    Community FAQ

    <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">

```
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
     <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
     <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-1">
  </div>
```

```
  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
    <p class="text-center">Copyright &amp;#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

This product currently only contains code developed by authors
of specific components, as identified by the source code files;
if such notes are missing files have been created by
Tatu Saloranta.

For additional credits (generally to people who reported problems)
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that file should be located next to this file: in source distribution
the location should be "release-notes/asl"; and in jar "META-INF/"
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1.436 metrics-jmx 4.2.12

1.436.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jmx
Build-Jdk-Spec: 11
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: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jmx;uses:="com.codahale.metrics,j
avax.management";version="4.2.12"
Implementation-Title: Metrics Integration with JMX
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.2,5)",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-4-2-12-jar/META-INF/MANIFEST.MF

1.437 jakarta-el 3.0.4

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1.438 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
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscChunkedAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/RangeUtil.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/PaddedAtomicLong.java
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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/QueueFactory.java
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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
*

/jctools-core-3-3-0-sources-jar/org/jctools/queues/MessagePassingQueue.java
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* /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
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/jctools-core-3-3-0-sources-jar/org/jctools/queues/SpmcArrayQueue.java
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* /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
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* /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
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/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
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscGrowableArrayQueue.java

* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/PortableJvmInfo.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
*
/jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/Pow2.java

1.439 gnupg 2.0.22-5.el7_5

1.439.1 Available under license :

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/gnupg2-2-0-22-5-el7-5-x86-64-rpm-tar-gz/gnupg2-2.0.22-5.el7_5.x86_64.rpm: binary file matches

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* /bin/grep

1.440 aopalliance-repackaged 2.6.1

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1.441 logback-core 1.2.11

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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.)

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

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

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

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

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

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That's all there is to it!

1.443 libnss-nis 2.17

1.443.1 Available under license :

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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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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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
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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:

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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
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This option is useful when you wish to copy part of the code of
the
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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
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
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5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work
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However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it

contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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

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

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

6. As an exception to the Sections above, you may also 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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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.

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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>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Library General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

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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!
@c The GNU Lesser General Public License.
@center Version 2.1, February 1999

@c This file is intended to be included within another document,
@c hence no sectioning command or @node.

@display
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Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[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

@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.

@item
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.

@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 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
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

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.

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.

@item
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:

@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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an explicit geographical distribution limitation excluding those countries,
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written in the body of this License.

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 may publish revised and/or new
versions of the Lesser General Public License from time to time.
Such new versions will be similar in spirit to the present version,
but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library
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copyrighted by the Free Software Foundation, write to the Free
Software Foundation; we sometimes make exceptions for
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decision will be guided by the two goals of preserving the free status
of all derivatives of our free software and of promoting the sharing
and reuse of software generally.

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@item
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DAMAGES.
@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page
@subheading 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.

@smallexample
@var{one line to give the library's name and an idea of what it does.}
Copyright (C) @var{year} @var{name of author}

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under the terms of the GNU Lesser General Public License as published by
the Free Software Foundation; either version 2.1 of the License, or (at
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MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public
License along with this library; if not, write to the Free Software

Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301,
USA.
@end
smallexample

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:

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

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

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3. Altered versions must be plainly marked as such, and must not be
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ever read sources, credits must appear in the documentation.

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Version 2, June 1991

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Preamble

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For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and
modification follow.

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Activities other than copying, distribution and modification are not
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Program (independent of having been made by running the Program).
Whether that is true depends on what the Program does.

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copyright notice and disclaimer of warranty; keep intact all the
notices that refer to this License and to the absence of any warranty;
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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 Program or any portion
of it, thus forming a work based on the Program, 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) You must cause the modified files to carry prominent notices
stating that you changed the files and the date of any change.

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.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, 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 Program, 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 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.

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<body>
<!-- Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
   <div class="navbar-header">
    <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
     <span class="sr-only">Toggle navigation</span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
     <span class="icon-bar"></span>
    </button>
    <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
   </div>
   <div class="collapse navbar-collapse" id="mainnav-collapse">
    <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a href="/licenses/">Licenses</a></div>
    <ul class="nav navbar-nav navbar-right">
     <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
 role="menu">
      <li><a href="/foundation">Overview</a></li>
      <li><a href="/foundation/members.html">Members</a></li>
      <li><a href="/foundation/how-it-works.html">Process</a></li>
      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/glossary.html">Glossary</a></li>
      <li><a href="/foundation/preFAQ.html">FAQ</a></li>
      <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
     </li>
```

```
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
        </ul>
       </li>
       <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
           <li><a href="/foundation/getinvolved.html">Overview</a></li>
       <li><a href="http://community.apache.org/">Community Development</a></li>
             <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
       <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
         </ul>
    </li>
       <li><a href="/dyn/closer.cgi">Download</a></li>
       <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
       <li><a href="/foundation/contributing.html">Donations</a></li>
       <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
       <li><a href="/foundation/thanks.html">Thanks</a></li>
        </ul>
       </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
    <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
```

```
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
      '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
   s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
  </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
 .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    The Apache Way
    Travel Assistance
    Get Involved

```
    <li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>

     </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
```

Export Information
<a
href="/foundation/license-faq.html">License/Distribution FAQ
Contacts

<hr class="col-lg-12 hr-white" />

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<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
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cd <SRC_PATH>
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mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
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you modify this library, you may extend this exception to your version of
the library, but you are not obligated to do so.? If you do not wish to do
so, delete this exception statement from your version.
</p>

</body>
</html>
Jackson JSON processor

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

Licensing

Jackson core and extension components may be licensed under different licenses.
To find the details that apply to this artifact see the accompanying LICENSE file.
For more information, including possible other licensing options, contact
FasterXML.com (http://fasterxml.com).

Credits

A list of contributors may be found from CREDITS file, which is included
in some artifacts (usually source distributions); but is always available
from the source code management (SCM) system project uses.
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">

```
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
 <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">


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</head>

<body>
<!--
 Navigation -->
<header>
 <nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
```

```
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo <a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
         <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
         </ul>
        </li>
  <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
      <li><a href="http://people.apache.org/">Overview</a></li>
      <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
      <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
       <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
      <li><a href="http://planet.apache.org/">Planet Apache</a></li>
         </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
              <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
          </ul>
    </li>
        <li><a href="/dyn/closer.cgi">Download</a></li>
        <li class="dropdown">
         <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
         <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
         <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
```

```
        <li><a href="/foundation/thanks.html">Thanks</a></li>
         </ul>
        </li>
       </ul>
     </div>
   </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
   <div class="col-md-9 col-sm-8 col-xs-12">
     <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
   </div>
   <div class="col-md-3 col-sm-4 col-xs-12">
     <div class="input-group" style="margin-bottom: 5px;">
    <script>
 (function() {
   var cx = '005703438322411770421:5mgshgrgx2u';
   var gcse = document.createElement('script');
   gcse.type = 'text/javascript';
   gcse.async = true;
   gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
       '//cse.google.com/cse.js?cx=' + cx;
   var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
 })();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
   </div>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
   <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
   <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
   </div>
 </div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
 visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
```

.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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to a location outside the license terms (the NOTICE
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The
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*.
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link">¶</h3>
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wording due to varying requirements for attribution or mark identification,
but the binding terms were all the same.
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link">¶</h3>
http://www.apache.org/licenses/LICENSE-1.0
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Apache packages (such as version 1.2 of the Web server).
<h1 id="clas">Contributor License Agreements<a class="headerlink" href="#clas" title="Permanent
link">¶</h1>
The ASF desires that all contributors of ideas, code, or documentation to
any Apache projects
complete, sign, and submit (via fax or
email) an Individual Contributor License Agreement (ICLA).
The purpose of this agreement is to clearly define the
terms under which intellectual property has been contributed to the ASF and
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cover any of their contributions which are not owned by the corporation
signing the CCLA.
The ICLA is not tied to any employer you
may have, so it is recommended to
use one's personal email address in the contact details, rather than an @work
address.
Your Full name will be published unless you provide an alternative Public name.
For example if your full name is Andrew Bernard Charles Dickens, but you wish
to be known as Andrew Dickens, please enter the latter as your Public name.
The email address and other contact details are not published.
<h1 id="grants">Software Grants¶</h1>
When an individual or corporation decides to donate a body of existing
software or documentation to one of the Apache projects, they need to
execute a formal Software Grant Agreement (SGA) with
the ASF. Typically, this is done after negotiating approval with the ASF
Incubator or one of the PMCs, since the ASF
will not accept software unless there is a viable community
available to
support a collaborative project.
<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"

title="Permanent link">¶</h1>
Documents may be submitted by fax or email.
If submitting by fax, please print, sign, and fax all pages of the document
to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.
If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.
Please send only one document per email.
If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,
<blockquote>
gpg --armor --detach-sign icla.pdf
</blockquote>
The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
Instead, please upload your public key to pgpkeys.mit.edu.
The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
software-grant.pdf and software-grant.pdf.asc for grants.
<h1 id="crypto">Export restrictions¶</h1>
For export restriction information, please consult our ASF Export
Classifications page.
<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>
For ASF trademark and logo usage information, please consult our ASF
Trademark Use Policy page.
<h1 id="questions">Questions?<a
class="headerlink" href="#questions" title="Permanent link">¶</h1>
For answers to frequently asked licensing questions, please consult our
Licensing Frequently Asked Questions page.

<!-- Footer -->

<footer class="bg-primary">

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">

```
    <li><a href="http://community.apache.org/">Overview</a></li>
    <li><a href="/foundation/conferences.html">Conferences</a></li>
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Innovation</h5>
        <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
        </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Tech Operations</h5>
       <ul class="list-unstyled white" role="menu">
     <li><a href="/dev/">Developer Information</a></li>
     <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
     <li><a href="/security/">Security</a></li>
      <li><a href="http://status.apache.org">Status</a></li>
     <li><a href="/foundation/contact.html">Contacts</a></li>
       </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
      </ul>
  </div>

  <div class="col-sm-2">
   <h5 class="white">Legal</h5>
```

```
      <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
        <li><a href="/foundation/policies/privacy.html">Privacy
 Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
   </div>

   <div class="col-sm-1">
   </div>

  </div>
  <hr class="col-lg-12 hr-white" />
  <div class="row">
   <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
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    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
   </div>
  </div>
 </div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
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of specific components, as identified by the source code files;
if such notes are missing files have been created by
Tatu Saloranta.

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```

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that file should be located next to this file: in source distribution
the location should be "release-notes/asl"; and in jar "META-INF/"
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Version 2.0, January 2004

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1.446 swagger-annotations 2.2.2

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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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1.449 dropwizard-validation 2.1.2

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* /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
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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
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* /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
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 /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
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* /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
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Found in path(s):
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /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
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 /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
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java
* /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

1.451 opentelemetry-proto 0.11.0

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1.453 wget 1.14-18.el7_6.1

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1.454 grpc-protobuf-lite 1.37.0

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* /grpc-protobuf-lite-1-37-0-sources-jar/io/grpc/protobuf/lite/ProtoLiteUtils.java
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1.455 aws-java-sdk 1.11.942

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* 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.
   * </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.
*
*
*
* </note>
*
* Minimum permissions
*
*
* To run this command, you must have the following permissions:
*
*
*
*
* secretsmanager:UpdateSecret
*
*
*
*
* 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.
*
*
*
*
* 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.
*
*
*
*
* Related operations
*
*
*
*
* To
create a new secret, use <a>CreateSecret.
*
*
*
*
* To add only a new version to an existing secret, use <a>PutSecretValue.
*
*

```
     * <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.
    *
    * <note>
    *
    *
    *
    * 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.
    *
    *
    *
    *
    * 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.
    *
    *
    *
    * </note>
    *
    *
    *
    * Minimum permissions
    *
    *

* To run this command, you must have the following permissions:
*
*
*
*
* secretsmanager:CreateSecret
*
*
*
*
* 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.
*
*

```
    * <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 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):
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerAsync.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.
*/
```

Found in path(s):
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/PutSecretValueResultJsonUnmarshaller.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/CancelRotateSecretResult.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/CreateSecretResultJsonUnmarshaller.java
*
 /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/ListSecretsResult.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/RestoreSecretResult.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/UntagResourceResult.java
* /aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/PutResourcePolicyRequest.java
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1.456 libsemanage-common 2.5-14.el7

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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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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.
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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
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c) Accompany the work with a written offer, valid for at
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For an executable, the required form of the "work that uses the
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1.457 vim 7.4.629-8.el7_9

1.458 pygobject 3.22.0-1.el7_4.1

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

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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.

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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.)

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

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4. You may copy and distribute the Library (or a portion or
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under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
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distributed under the terms of Sections 1 and 2 above on a
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If distribution of object code is made by offering access to copy
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6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the
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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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1.459 gobject-introspection 1.56.1-1.el7

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1.462 antlr 2.7.7

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1.463 micronaut-http-client-core 3.8.8

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* /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
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* /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

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* /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
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/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClient.java
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* /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
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/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/annotation/Client.java
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* /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
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/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/interceptor/configuration/DefaultClientVersioningConfiguration.java

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* /micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/ContentLengthExceededException.java
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* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/InputStreamPart.java
* /micronaut-http-client-core-3-8-8-sources-
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* /micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ServiceHttpClientFactory.java
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/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
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1.464 libxml2-python 2.9.1-6.el7_9.6

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1.465 namespace 1.4.01

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1.467 commons-collections 4.4

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1.473 nspr 4.34.0-3.1.el7_9

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1.477 jackson-jaxrs-base 2.15.0

1.477.1 Available under license :

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1.478 curl 7.29.0-59.el7_9.1

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License Mixing with apps, libcurl and Third Party Libraries
==========

libcurl can be built to use a fair amount of various third party libraries,
libraries that are written and provided by other parties that are distributed
using their own licenses. Even libcurl itself contains code that may cause
problems to some. This document attempts to describe what licenses libcurl and
the other libraries use and what possible dilemmas linking and mixing them all
can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked
with code licensed under the Original BSD license (with the announcement
clause). You may still build your own copies that use them all, but
distributing them as binaries would be to violate the GPL license - unless you

accompany your license with an exception[2]. This particular problem was addressed when the Modified BSD
license was created, which does not have the
announcement clause that collides with GPL.

libcurl http://curl.haxx.se/docs/copyright.html

Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

OpenSSL http://www.openssl.org/source/license.html

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS http://www.gnutls.org/

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl http://www.yassl.com/

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead.

NSS http://www.mozilla.org/projects/security/pki/nss/

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axTLS http://axtls.sourceforge.net/

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares http://daniel.haxx.se/projects/c-ares/license.html

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

krb4

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

MIT Kerberos http://web.mit.edu/kerberos/www/dist/

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

Heimdal http://www.pdc.kth.se/heimdal/

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GNU GSS http://www.gnu.org/software/gss/

(May be used for GSS support) GNU GSS is GPL licensed. Note that you may not distribute binary curl packages that uses this if you build curl to also link and use any Original BSD licensed libraries!

fbopenssl

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

libidn http://josefsson.org/libidn/

(Used for IDNA support) Uses the GNU Lesser General Public License [3]. LGPL is a variation of GPL with slightly less aggressive "copyleft". This license requires more requirements to be met when distributing binaries, see the license for details. Also note that if you distribute a binary that includes this library, you must also

include the
full LGPL license text. Please properly point out what
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OpenLDAP http://www.openldap.org/software/release/license.html

(Used for LDAP support) Uses a Modified BSD-style license. Since
libcurl uses OpenLDAP as a shared library only, I have not heard of
anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

(Used for scp and sftp support) libssh2 uses a Modified BSD-style
license.

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1.479 glibc-common 2.17-326.el7_9

1.479.1 Available under license :

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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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.

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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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".)

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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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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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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
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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.

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

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

@subheading Preamble

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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
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restrictive license from a patent holder. Therefore, we insist that
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consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the
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is quite different from the ordinary General Public License. We use
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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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For example, on rare occasions, there may be a special need to
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same job as widely used non-free libraries. In this
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In other cases, permission to use a particular library in non-free
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operating system, as well as its variant, the GNU/Linux operating

system.

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contains code derived from the library, whereas the latter must be combined with the library in order to run.

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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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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
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is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

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

application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)
@end enumerate

These requirements apply to the modified work as a whole. If
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 of that work are not derived from the Library,
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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
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a storage or distribution medium does not bring the other work under
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You may opt to apply the terms of the ordinary GNU General Public
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 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.

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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
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
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@end enumerate

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reproducing the executable from it. However, as a special exception,
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which the executable runs, unless that component itself accompanies the
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accompany the operating system. Such a contradiction means you cannot
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permitted, and provided that you do these two things:

@enumerate a
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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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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.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, 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 Program, 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 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.

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1 and 2 above on a medium customarily used for software interchange; or,

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
customarily used for software interchange; or,

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
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A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member
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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
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1.483 netty-tcnative-boringssl-static 2.0.54.Final

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We set a mandatory attribute for these packages, because we don't\
want them to be visible to just anyone. An importer must specify\
the mandatory attribute for it to be able to import. See \
section #3.6.5 of OSGi R4 spec.\
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\
in their application class loader hierarchy. They don't even have to\
set delegation=false in sun-web.xml! This is the true advantage of\
using OSGi.
Sahoo.\
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-->\
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1.488 dropwizard-logging 2.1.2

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Found in path(s):
* /dropwizard-logging-2-1-2-sources-jar/io/dropwizard/logging/ResilientOutputStreamBase.java

1.489 lettuce-core 5.1.8.RELEASE

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1.493 feign-jackson 8.18.0

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Found in path(s):
* /feign-jackson-8-18-0-sources-jar/feign/jackson/JacksonDecoder.java
* /feign-jackson-8-18-0-sources-jar/feign/jackson/JacksonEncoder.java

1.494 libgcc 4.8.5-44.el7

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Jan 21, 2002

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This option is useful when you wish to copy part of the code of
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4. You may copy and distribute the Library (or a portion or
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it with the complete corresponding machine-readable source code, which
must be
distributed under the terms of Sections 1 and 2 above on a
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
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However, linking a "work that uses the Library" with the Library
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contains portions of the Library), rather than a "work that uses the
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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.

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

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

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

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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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ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)

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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
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- The libgnat-4.8 Ada support library and libgnatvsn library.
- Various config files in gcc/config/ used in runtime libraries.

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Written by Tobias Burnus <burnus@net-b.de>

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gcc/go/gofrontend, libgo:

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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:
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The Zlib data compression library:
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The Phobos standard runtime library:
- d/phobos/*

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By plainly marking modifications, something along the lines of adding to each file that has been changed a "Modified by Foo Bar" line 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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* m4/ax_func_which_gethostbyname_r.m4

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* /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
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* /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
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 /micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/MethodInvocationContext.java
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* /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
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1.497 jetty-continuation 9.4.51.v20230217

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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
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

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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

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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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1.498 dropwizard-lifecycle 2.1.2

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1.499 btf 1.3

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* /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

*
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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
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DecoratingHttp2FrameWriter.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/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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* <p>
*
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* /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
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Found in path(s):
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficShapingHandler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /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
*
/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
*
/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/util/internal/ResourcesUtil.java

* /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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Found in path(s):
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelFlushPromiseNotifier.java
* /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
*
 /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
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelInboundHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufOutputStream.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/upload/HttpUploadClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/CompleteChannelFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/package-info.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/local/LocalEventLoopGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthResponse.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/Log4JLoggerFactory.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/oio/package-info.java

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* /netty-all-4-1-49-final-sources-jar/io/netty/example/sctp/SctpEchoClientHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/FailedChannelFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/CharsetUtil.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/http/websocketx/server/WebSocketServerIndexPage.java
* /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/handler/codec/http/multipart/MemoryAttribute.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/util/internal/logging/CommonsLoggerFactory.java
* /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/handler/codec/http/websocketx/WebSocketClientHandshaker13.java
* /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
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/PooledDirectByteBuf.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
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/oio/AbstractOioMessageChannel.java
* /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/handler/codec/http/websocketx/PongWebSocketFrame.java
* /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
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* /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
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 /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
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/message/MsgEchoServerHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/MultithreadEventLoopGroup.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/snoop/HttpSnoopClientInitializer.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpHeaderDateFormat.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/AbstractChannelHandlerContext.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/SingleThreadEventExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerOne.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetClient.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.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/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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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/AbstractCoalescingBufferQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionPrefaceAndSettingsFrameWrittenEvent.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/CleanerJava9.java
* /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/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
*
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* /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
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* /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-
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-all-4-1-49-final-sources-
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* /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
*
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/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
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* /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
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* /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
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* /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/handler/codec/spdy/DefaultSpdyDataFrame.java
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* /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/socksx/SocksVersion.java
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* /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
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* /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
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 /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-
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* /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/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
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 /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
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 /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
*
 /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockEncoder.java
* /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
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* /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/util/concurrent/ProgressivePromise.java
* /netty-all-4-1-49-final-sources-
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyPingFrame.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ScheduledFuture.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/AbstractReferenceCounted.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeak.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksAddressType.java
* /netty-all-4-1-49-final-sources-jar/io/netty/buffer/AbstractDerivedByteBuf.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ThreadPerTaskExecutor.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyDataFrame.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteRendezvousChannel.java
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 /netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/flow/package-info.java
* /netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SessionTicketKey.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
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* /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
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* /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
*/
```

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* /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/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
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackStaticTable.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/channel/DefaultChannelHandlerContext.java
* /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/Http2SettingsReceivedConsumer.java
* /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/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
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
* /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
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* /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
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* /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
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* /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
*
 /netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/IovArray.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2SecurityUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlContent.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/AsciiString.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessage.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribePayload.java
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/CleanerJava6Substitution.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker00.java
* /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
* /netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
* /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
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ReferenceCountUpdater.java
* /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
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.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-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameDecoder.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cors/CorsHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/http/cors/OkResponseHandler.java
* /netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cors/CorsConfig.java
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* /netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspUtils.java
* /netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspClientExample.java
* /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
*
 /netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspRequestBuilder.java
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* License for the specific language governing permissions and limitations
* under the License.
*/
/**
* 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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*/
/**
    * 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/MpmcUnboundedXaddArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscUnboundedArrayQueue.java
*
/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/InternalAPI.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingSetInt.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SupportsIterator.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /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-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscChunkedAtomicArrayQueue.java
*
/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-jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /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
*
/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddChunk.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
* /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
*
/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashSet.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpmcArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscGrowableArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeJvmInfo.java
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/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/RangeUtil.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscGrowableArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /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-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicQueueFactory.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /netty-all-4-1-49-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
* /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
*
/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/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
*
 /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

1.510 aws-java-sdk-kms 1.12.330

1.510.1 Available under license :

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1.511 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/InlineMe.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Modifier.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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* /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

1.512 pycurl 7.19.0-19.el7

1.512.1 Available under license :

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promote software
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1.514 grep 2.20-3.el7

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand
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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that

is widely used among developers working in that language.

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The Unicode Standard, Unicode Character Database, Version 10.0.0

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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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1.521 python-urlgrabber 3.10

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1.523 jackson 2.10.1

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Found in path(s):
* /javassist-3-29-1-ga-sources-jar/javassist/CtNewClass.java
* /javassist-3-29-1-ga-sources-jar/javassist/CtField.java
* /javassist-3-29-1-ga-sources-jar/javassist/convert/TransformBefore.java
* /javassist-3-29-1-ga-sources-jar/javassist/CtMethod.java
*
 /javassist-3-29-1-ga-sources-jar/javassist/bytecode/DeprecatedAttribute.java
* /javassist-3-29-1-ga-sources-jar/javassist/compiler/ast/Keyword.java
* /javassist-3-29-1-ga-sources-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-29-1-ga-sources-jar/javassist/runtime/DotClass.java
* /javassist-3-29-1-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-29-1-ga-sources-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-29-1-ga-sources-jar/javassist/CtConstructor.java
* /javassist-3-29-1-ga-sources-jar/javassist/bytecode/ClassFilePrinter.java
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* /javassist-3-29-1-ga-sources-jar/javassist/convert/TransformNew.java
* /javassist-3-29-1-ga-sources-jar/javassist/tools/web/Viewer.java
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* /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

1.526 guava 31.0.1-android

1.526.1 Available under license :

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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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```

Found in path(s):
* /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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* the License.
*/
/**
* 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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Found in path(s):
* /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
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullnessCasts.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-31-0-1-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/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
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* /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
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* /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
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* /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/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
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* /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
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* /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
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* /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
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultimap.java
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* /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
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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
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* /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
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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/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
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 /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/hash/LittleEndianByteArray.java
* /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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* the License.
*/
/**
* 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/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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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Java8Compatibility.java
* /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
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/Subscriber.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAdder.java
* /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/util/concurrent/SequentialExecutor.java
* /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
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/Converter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java
* /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
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
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/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /guava-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/RegularImmutableMap.java
* /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/eventbus/SubscriberExceptionContext.java
* /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
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/VerifyException.java
* /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
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredMultimapValues.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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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
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*/

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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

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
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

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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
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org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-el-api

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.536 commons-compress 1.21

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1.537 kotlin 1.7.10-release-333

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its purpose remains meaningful.

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a purpose that is entirely well-defined independent of the
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<one
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1.540 jersey-common 2.37

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== Contributors ==
* Tatu Saloranta
  * Providing benchmark suite
* Alec Wysoker
  * Performance and memory usage improvement

1.542 picocontainer 2.15

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* /picocontainer-2-15-sources-jar/org/picocontainer/visitors/MethodCallingVisitor.java
* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/AbstractMonitoringLifecycleStrategy.java
*
 /picocontainer-2-15-sources-jar/org/picocontainer/visitors/TraversalCheckingVisitor.java
* /picocontainer-2-15-sources-jar/org/picocontainer/converters/Converter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/ReflectionLifecycleStrategy.java
* /picocontainer-2-15-sources-jar/org/picocontainer/PicoVisitor.java
* /picocontainer-2-15-sources-jar/org/picocontainer/ComponentAdapter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/JavaEE5LifecycleStrategy.java
* /picocontainer-2-15-sources-jar/org/picocontainer/Converters.java
* /picocontainer-2-15-sources-jar/org/picocontainer/LifecycleStrategy.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/CompositeLifecycleStrategy.java
* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/ReflectionLifecycleException.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/ProviderAdapter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/ComponentLifecycle.java
* /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
*
/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
* /picocontainer-2-15-sources-jar/org/picocontainer/references/ThreadLocalReference.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Reinjector.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Automated.java
*
 /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Locked.java
* /picocontainer-2-15-sources-jar/org/picocontainer/NameBinding.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/AdaptingBehavior.java
* /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
* /picocontainer-2-15-sources-jar/org/picocontainer/ComponentFactory.java
* /picocontainer-2-15-sources-jar/org/picocontainer/adapters/AbstractAdapter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/Injectors.java
* /picocontainer-2-15-sources-jar/org/picocontainer/Characteristics.java
*
 /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/PropertyApplying.java
* /picocontainer-2-15-sources-jar/org/picocontainer/annotations/Inject.java
* /picocontainer-2-15-sources-jar/org/picocontainer/containers/TransientPicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/DefaultPicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/NullLifecycleStrategy.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/BasicComponentParameter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Synchronizing.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedMethodInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/PicoVerificationException.java
* /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
*
 /picocontainer-2-15-sources-jar/org/picocontainer/injectors/TypedFieldInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/adapters/InstanceAdapter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/TypedFieldInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedFieldInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/CollectionComponentParameter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Locking.java
* /picocontainer-2-15-sources-jar/org/picocontainer/annotations/Nullable.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Behaviors.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/AbstractInjector.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/InjectionFactory.java
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*

/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/ImplementationHiding.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/HiddenImplementation.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/ComponentParameter.java
* /picocontainer-2-15-sources-jar/org/picocontainer/containers/ImmutablePicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Synchronized.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/SetterInjector.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Intercepting.java
* /picocontainer-2-15-sources-jar/org/picocontainer/PicoLifecycleException.java
*
/picocontainer-2-15-sources-jar/org/picocontainer/injectors/ForgetfulConstructorInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Intercepted.java
* /picocontainer-2-15-sources-jar/org/picocontainer/containers/SystemPropertiesPicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/containers/CommandLineArgumentsPicoContainer.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/ParameterNameBinding.java
* /picocontainer-2-15-sources-jar/org/picocontainer/parameters/AbstractParameter.java
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* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/SetterInjection.java
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 /picocontainer-2-15-sources-jar/org/picocontainer/injectors/MethodInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/AnnotatedMethodInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/AdaptingInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/ConstructorInjection.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/ThreadCaching.java
* /picocontainer-2-15-sources-jar/org/picocontainer/injectors/ConstructorInjector.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Storing.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Caching.java
* /picocontainer-2-15-sources-jar/org/picocontainer/PicoCompositionException.java
* /picocontainer-2-15-sources-jar/org/picocontainer/behaviors/OptInCaching.java
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* /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
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* /picocontainer-2-15-sources-jar/org/picocontainer/containers/EmptyPicoContainer.java
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```
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*                                                                           *
* Original code by Mauro Talevi                                             *
*****************************************************************************/
```

Found in path(s):
* /picocontainer-2-15-sources-jar/org/picocontainer/monitors/AbstractComponentMonitor.java

1.543 guice-persist 4.2.2

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1.544 findutils 4.5.11-6.el7

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1.547 guava 30.1-jre

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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-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Striped.java

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```
*/
/*
  * This following method is a modified version of one found in
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* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /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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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/GwtTransient.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicLongMap.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/base/Java8Usage.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
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* /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/util/concurrent/ForwardingListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /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-jar/com/google/common/graph/DirectedNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
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*
/guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.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/PeekingIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /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/Table.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /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/reflect/TypeToken.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.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
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.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
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.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/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
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* /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
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.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
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.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
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 /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
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/package-info.java

* /guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Optional.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Present.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /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/TreeRangeSet.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashCode.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Enums.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /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
*
/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
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /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
*
/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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* the License.
*/
/**
* 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
*
 /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
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.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
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Preconditions.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Interners.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java

* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Functions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
*
/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
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.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-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
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* /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
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* /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
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* /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
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/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /guava-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
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* /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
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.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/io/CharSink.java
* /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
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 /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
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventReleaseAware.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventReleaser.java

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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorThreeArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/BatchEventProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/LiteBlockingWaitStrategy.java
*
 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorVararg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkerPool.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/WaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventHandler.java
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 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/YieldingWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/NoOpEventProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceBarrier.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SingleProducerSequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/PhasedBackoffWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/RingBuffer.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/BusySpinWaitStrategy.java

* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/FatalExceptionHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroup.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/MultiProducerSequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
*
 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslator.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/AggregateEventHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventFactory.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/DataProvider.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroups.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequence.java
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 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/Cursored.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ProducerType.java

1.550 core-server 0.9.0

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1.553 jetty-servlets 9.4.51.v20230217

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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1.554 swagger-annotations 1.6.6

1.554.1 Available under license :

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Manifest-Version: 1.0
Bnd-LastModified: 1649085198980
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Mave
n repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-annotations
Bundle-SymbolicName: io.swagger.annotations

Bundle-Version: 1.6.6
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.annotations;version="1.6.6"
implementation-version: 1.6.6
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.3.0.201609221906
url: https://github.com/swagger-api/swagger-core/modules/swagger-annot
ations

Found in path(s):
* /swagger-annotations-1-6-6-jar/META-INF/MANIFEST.MF

1.555 cracklib 2.9.0-11.el7

1.556 dropwizard-jersey 2.1.2

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1.557 python-iniparse 0.4-9.el7

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iniparse/compat.py and tests/test_compat.py contain code derived from
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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

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same "printed page" as the copyright notice for easier
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1.560 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
    */
```

Found in path(s):
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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/YearDV.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java
* /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
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDV.java
* /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
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DayDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaValidator.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/DOMMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XPointerMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/DatatypeMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message_fr.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/SAXMessages.properties
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XIncludeMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XMLMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XMLSerializerMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message_ja.properties
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /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/ASModel.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /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
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASObjectList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASBuilder.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/xerces/xni/parser/XMLErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLImgElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.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
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLTimerElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/CaseInsensitiveMap.java
* /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
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLMetaElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLQuoteElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeTextReader.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMInputImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerHandler.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableSectionElementImpl.java

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* /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
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/util/Base64.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/CMBuilder.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLMetaElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSSimpleType.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDelegate.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegularExpression.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/ElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/events/UIEventImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/Method.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/EntityReferenceImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLBodyElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLNSDTDValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMBinOp.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredAttrImpl.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMUtil.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLIElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/SAXParserFactoryImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/ElementSchemePointer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XMLMessageFormatter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/SoftReferenceGrammarPool.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/AbstractXMLSchema.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/AttrNSImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/datatype/DurationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTdElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLEntityDescription.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLDTDScanner.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/SecurityManager.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSModel.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLErrorCode.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DOMResultAugmentor.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/identity/FieldActivator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ParentNode.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XIntPool.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableCellElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/SchemaSymbols.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ObjectFactory.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/io/UTF16Reader.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/TextImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMStringListImpl.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/NonValidatingConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLImageElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DecimalDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSModelImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/ShortList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/ListDatatypeValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/StAXEventResultBuilder.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredAttrNSImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/DTDGrammar.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredEntityReferenceImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DocumentTypeImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLOptionElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeMessageFormatter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/AttributePSVImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLSelectElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLString.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/XMLSchemaValidatorComponentManager.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableRowElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOListElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOM.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLDTDScannerImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLInputElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DOMDocumentHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLPullParserConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/SecureProcessingConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLDocumentFilter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XSObjectListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/NamedNodeMapImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSFacet.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLGoElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDAbstractTraverser.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11DTDProcessor.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLRefreshElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/ParserForXMLSchema.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMNormalizer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/IntegerDV.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLIsIndexElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/SimpleContentModel.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredDocumentImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSSimpleTypeDefinition.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/SerializerFactory.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/Encodings.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSAttributeUse.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/BaseMarkupSerializer.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/NamespaceSupport.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLDocumentHandler.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMBinOp.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/ExtendedSchemaDVFactoryImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11DTDValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/EntityDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/SymbolTable.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AnyURIDV.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeDecl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOptGroupElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/DVFactoryException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDocumentImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/SchemaDateTimeException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptionElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLPElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOptionElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLParamElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/TreeWalkerImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLDTDFilter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDNotationTraverser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/grammars/XMLSchemaDescription.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DOMResultBuilder.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLAnchorElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLModElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDocumentImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementNSImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableCaptionElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLEntityHandler.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/StandardParserConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSAllCM.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/AttrImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLFieldsetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDoElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/DOMASBuilderImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/NameNodeListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDOMImplementationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/io/UCSReader.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XIncludeAwareParserConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/RevalidationHandler.java
*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSValue.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/NodeImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/XML11IDREFDatatypeValidator.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLConfigurationException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/AttributesProxy.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XMLGrammarParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLSimpleType.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/SchemaNamespaceSupport.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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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMImplementationListImpl.java
```

1.561 spring-data-commons 2.7.1

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*/
```

Found in path(s):
* /netty-transport-native-epoll-4-1-86-final-sources-1-jar/netty_epoll_linuxsocket.c
* /netty-transport-native-epoll-4-1-86-final-sources-1-jar/netty_epoll_linuxsocket.h

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Found in path(s):
* /netty-transport-native-epoll-4-1-86-final-sources-1-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml

1.563 dropwizard-request-logging 2.1.2

1.563.1 Available under license :

Apache-2.0

1.564 bind-license 9.11.4-26.P2.el7_9.13

1.564.1 Available under license :

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License: MPLv2.0

Found in path(s):
* /bind-zip/bind/SPECS/bind.spec
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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")
+#
+# 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/.
+
+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")
+#
+# 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/.
+
+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 @@
+/*
+ * 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/.
+ */
+
+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")
+#
+# 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/.
+
+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_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 {
  * 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);
   }
  break;
+  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.
+
+$TTL 300 ; 5 minutes
+@   IN SOA ns root (
+    2000082401 ; serial
+    1800       ; refresh (30 minutes)
+    1800       ; retry (30 minutes)
+    1814400    ; expire (3 weeks)
+    3600       ; minimum (1 hour)
+    )
+   NS ns
+ns   A 10.53.0.1
+sub   TXT "recursed"
diff --git a/bin/tests/system/forward/ns1/sub.local.net.db b/bin/tests/system/forward/ns1/sub.local.net.db
new file mode 100644
index 0000000000..be9a7f72bc
--- /dev/null
+++ b/bin/tests/system/forward/ns1/sub.local.net.db
@@ -0,0 +1,20 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+;
+; This Source Code Form is subject to the terms of the Mozilla Public
+; License, v. 2.0. If a copy of
 the MPL was not distributed with this
+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+; See the COPYRIGHT file distributed with this work for additional
+; information regarding copyright ownership.
+
+$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/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 @@
+; 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.
+
+$TTL 86400
+net.   SOA . . 0 0 0 0 0
+net.   NS attackSecureDomain.net.
+attackSecureDomain.net. A 10.53.0.10
+didItWork.net.  TXT "if you can see this record the attack worked"
+ns.spoofed.net.  A 10.53.0.10
diff --git a/bin/tests/system/forward/ns10/fakenet2.zone b/bin/tests/system/forward/ns10/fakenet2.zone
new file mode 100644
index 0000000000..7ca28a934e
--- /dev/null
+++ b/bin/tests/system/forward/ns10/fakenet2.zone
@@ -0,0 +1,13 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
+;
+; This Source Code Form is subject to the terms of the Mozilla Public
+; License, v. 2.0. If a copy of the MPL was not distributed with this
+; file, you can obtain one at https://mozilla.org/MPL/2.0/.
+;
+; See the COPYRIGHT file distributed with this work for additional
+; information regarding copyright ownership.
+
+$TTL 86400
+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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+;
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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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```

```
+ *
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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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+; information regarding copyright ownership.
+
+$TTL 86400
+net.example.lll.  SOA . . 0 0 0 0 0
+net.example.lll.  NS attackSecureDomain.net.
+didItWork.net.example.lll. TXT "if you can see this record the attack worked"
diff --git a/bin/tests/system/forward/ns10/spoofednet.zone b/bin/tests/system/forward/ns10/spoofednet.zone
new file mode 100644
index 0000000000..13921a08cd
--- /dev/null
+++ b/bin/tests/system/forward/ns10/spoofednet.zone
@@ -0,0 +1,14 @@
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+
+$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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+
+$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 @@
+; Copyright (C) Internet Systems Consortium, Inc. ("ISC")
```

```
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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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+;
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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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```

```
+
+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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+ */
+
```

```
+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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+ * file, you can obtain one at https://mozilla.org/MPL/2.0/.
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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;
+ 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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+ */
+
+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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```
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+ -
+ - See the COPYRIGHT file distributed with this work for additional
+ - 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
```

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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 $
*
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*/
```

Found in path(s):
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Found in path(s):

* /bind-zip/bind/SOURCES/zonetodb.1
* /bind-zip/bind/SOURCES/zone2sqlite.1

1.565 httpcomponents-mime 4.5.13

1.565.1 Available under license :

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That's all there is to it!

1.568 latencyutils 2.0.3

1.569 passwd 0.79-6.el7

1.569.1 Available under license :

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1.574 cpio 2.11-28.el7

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1.576 jakarta-inject 2.6.1

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1.582 libcom-err 1.42.9-19.el7

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* /vavr-0-9-2-sources-1-jar/io/vavr/collection/LinearSeq.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Predicates.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Function0.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction8.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Lambda.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Array.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Tuple5.java
*
 /vavr-0-9-2-sources-1-jar/io/vavr/control/Either.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Tuple1.java
* /vavr-0-9-2-sources-1-jar/io/vavr/concurrent/GuardedBy.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Tuple.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Tree.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Tuple8.java
* /vavr-0-9-2-sources-1-jar/io/vavr/concurrent/Promise.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Maps.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Stream.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Tuple2.java
* /vavr-0-9-2-sources-1-jar/io/vavr/MatchError.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/AbstractIterator.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Function2.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/RedBlackTree.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/JavaConverters.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Seq.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/TreeMap.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction7.java
*
 /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction4.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Function1.java
* /vavr-0-9-2-sources-1-jar/io/vavr/PartialFunction.java
* /vavr-0-9-2-sources-1-jar/io/vavr/GwtIncompatible.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Vector.java
* /vavr-0-9-2-sources-1-jar/io/vavr/Function5.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Iterator.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Set.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Multimaps.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/PriorityQueue.java
* /vavr-0-9-2-sources-1-jar/io/vavr/concurrent/FutureImpl.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction5.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Foldable.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Multimap.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Traversable.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedConsumer.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/IndexedSeq.java
*

/vavr-0-9-2-sources-1-jar/io/vavr/control/Try.java
* /vavr-0-9-2-sources-1-jar/io/vavr/$.java
* /vavr-0-9-2-sources-1-jar/io/vavr/NotImplementedError.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/LinkedHashMap.java
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* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Map.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/SortedMap.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction3.java
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* /vavr-0-9-2-sources-1-jar/io/vavr/collection/HashArrayMappedTrie.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedPredicate.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/Queue.java
* /vavr-0-9-2-sources-1-jar/io/vavr/concurrent/Future.java
* /vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction0.java
* /vavr-0-9-2-sources-1-jar/io/vavr/collection/TreeSet.java
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/vavr-0-9-2-sources-1-jar/io/vavr/collection/AbstractQueue.java
* /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

1.585 libtasn 4.10-1.el7

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