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1.1 libjpeg 6b

1.1.1 Notifications :

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

1.1.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998
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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
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This file contains the following sections:

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

Other documentation files in the distribution are:

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

filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

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

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

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

processes, and "rdjpgcom" and "wrjpgcom", two simple applications for
inserting and extracting textual comments
 in JFIF files.

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

We welcome the use of this software as a component of commercial products.
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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.

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

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

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

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

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

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

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

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

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

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

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

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

RELATED SOFTWARE
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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
=====

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 commons-pool 2.4.2

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1.3 commons-csv 1.5

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1.4 hk2-utils 2.5.0

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1.9 jul-to-slf4j 1.7.26

1.10 profiler 1.0.2

1.11 httpasyncclient 4.1.3

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1.13 jedis 2.9.0

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1.14 zkclient 0.10

1.15 disruptor 3.3.6

1.16 commons-math 2.2

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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/Injector.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/ComponentMonitorStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Stored.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/references/SimpleReference.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/ComponentLifecycle.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/ProviderAdapter.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/Reinjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Guarded.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/InjectInto.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/Provider.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/MultiInjector.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/classname/ClassName.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/classname/DefaultClassLoadingPicoContainer.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/parameters/NullParameter.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/ForgetfulConstructorInjection.java
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/picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Intercepted.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/Injectors.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Synchronizing.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/ComponentFactory.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/adapters/AbstractAdapter.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/BehaviorFactory.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoVerificationException.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/annotations/Inject.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/parameters/BasicComponentParameter.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/annotations/Cache.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/containers/TransientPicoContainer.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/adapters/InstanceAdapter.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/SetterInjector.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/NullLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Synchronized.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/monitors/LifecycleComponentMonitor.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Locked.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Behaviors.java
*
 /picocontainer-2-15-sources-1-jar/org/picocontainer/annotations/Nullable.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/DefaultPicoContainer.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/AnnotatedFieldInjection.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/NamedMethodInjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/PropertyApplicator.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoVisitor.java

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/picocontainer-2-15-sources-1-jar/org/picocontainer/LifecycleStrategy.java
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1.27 swagger-annotations 1.6.2

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1.28 reactive-streams 1.0.2

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* /reactive-streams-1-0-2-sources-1-jar/org/reactivestreams/Subscription.java
* /reactive-streams-1-0-2-sources-1-jar/org/reactivestreams/Publisher.java
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1.29 httpcomponents-client 4.5.13

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1.30 slf4j 1.7.26

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* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/MarkerFactory.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/helpers/MessageFormatter.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/impl/StaticMDCBinder.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/LoggerFactory.java
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* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/IMarkerFactory.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/Marker.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/spi/LocationAwareLogger.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/Logger.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/helpers/NOPMDCAdapter.java
*
/slf4j-api-1-7-26-sources-2-jar/org/slf4j/helpers/NOPLogger.java
* /slf4j-api-1-7-26-sources-2-jar/org/slf4j/ILoggerFactory.java

1.31 encoder 1.2.3

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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java
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1.39 jakarta-annotation-api 1.3.5

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1.41 asm 3.1

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1.45 joda-time 2.9.1

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1.46 jersey-entity-filtering 2.28

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1.49 resourcelocator 1.0.3

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* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Handler.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ClassTooLargeException.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Constants.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/MethodTooLargeException.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ClassWriter.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Attribute.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Symbol.java
*
 /asm-8-0-1-sources-2-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/MethodVisitor.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ClassReader.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Edge.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ClassVisitor.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ModuleWriter.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/FieldWriter.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/SymbolTable.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Context.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ByteVector.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/RecordComponentWriter.java
* /asm-8-0-1-sources-2-jar/org/objectweb/asm/TypePath.java

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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatString.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RestrictedApi.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CompatibleWith.java
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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/ForOverride.java
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* /error-prone-annotations-2-3-3-sources-5-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CheckReturnValue.java
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 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java

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1.61 rxjava 1.3.8

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoAfterTerminate.java
* /rxjava-1-3-8-sources-4-jar/rx/singles/BlockingSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/ProducerObserverArbiter.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/QueuedProducer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BackpressureUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/ProducerArbiter.java
*

/rxjava-1-3-8-sources-4-jar/rx/internal/producers/SingleProducer.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/util/SubscriptionList.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/ScalarSynchronousObservable.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeConcatIterable.java
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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWithLatestFromMany.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/IndexedRingBuffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BackpressureDrainManager.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeUntil.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSubscribeOn.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorReplay.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/UnsubscribeFailedException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLast.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromArray.java
* /rxjava-1-3-8-sources-4-jar/rx/Subscription.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/Schedulers.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func4.java
*
 /rxjava-1-3-8-sources-4-jar/rx/functions/Action.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkip.java
* /rxjava-1-3-8-sources-4-jar/rx/Producer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimeoutTimedWithFallback.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAmb.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorIgnoreElements.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnRequest.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeToMap.java
* /rxjava-1-3-8-sources-4-jar/rx/Completable.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/PublishSubject.java
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 /rxjava-1-3-8-sources-4-jar/rx/functions/Action9.java
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* /rxjava-1-3-8-sources-4-jar/rx/Notification.java
* /rxjava-1-3-8-sources-4-jar/rx/Observer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAll.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/NotificationLite.java
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* /rxjava-1-3-8-sources-4-jar/rx/functions/Func0.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTimestamp.java
* /rxjava-1-3-8-sources-4-jar/rx/Scheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/SerializedSubscriber.java
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*
 /rxjava-1-3-8-sources-4-jar/rx/functions/Action4.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDefer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/RxRingBuffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDematerialize.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeGroupJoin.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRange.java
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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnBackpressureDrop.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/OnCompletedFailedException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/TrampolineScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorThrottleFirst.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ImmediateScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/TestSubscriber.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorUnsubscribeOn.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSequenceEqual.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorToObservableList.java
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* /rxjava-1-3-8-sources-4-jar/rx/subjects/SubjectSubscriptionManager.java
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* /rxjava-1-3-8-sources-4-jar/rx/observers/SerializedObserver.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Function.java
* /rxjava-1-3-8-sources-4-jar/rx/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZip.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action1.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMapNotification.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSingle.java
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* /rxjava-1-3-8-sources-4-jar/rx/schedulers/ImmediateScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZipIterable.java
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 /rxjava-1-3-8-sources-4-jar/rx/subscriptions/RefCountSubscription.java
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* /rxjava-1-3-8-sources-4-jar/rx/observables/BlockingObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func2.java
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* /rxjava-1-3-8-sources-4-jar/rx/Subscriber.java
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* /rxjava-1-3-8-sources-4-jar/rx/subjects/BehaviorSubject.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Action6.java
* /rxjava-1-3-8-sources-4-jar/rx/observables/GroupedObservable.java
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* /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/OperatorTakeLastTimed.java
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* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/SerialSubscription.java
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* /rxjava-1-3-8-sources-4-jar/rx/subjects/AsyncSubject.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java
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core/src/main/java/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorEagerConcatMap.java
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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDistinct.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ScheduledAction.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSampleWithObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithObservable.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSkipTimed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipUntil.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorPublish.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/PlatformDependent.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorRetryWithPredicate.java
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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/plugins/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/AssemblyStackTraceException.java
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* /rxjava-1-3-8-sources-4-jar/rx/CompletableEmitter.java
* /rxjava-1-3-8-sources-4-jar/rx/CompletableSubscriber.java
* /rxjava-1-3-8-sources-4-jar/rx/SingleEmitter.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFromEmitter.java
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core/src/main/java/org/jctools/queues/MessagePassingQueue.java
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* /rxjava-1-3-8-sources-4-jar/rx/Observable.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulerLifecycle.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduce.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/SuppressAnimalSniffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/util/ExceptionsUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeUsing.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorOnErrorResumeNext.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduceSeed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribePublishMulticast.java
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core/src/main/java/org/jctools/queues/SpmcArrayQueue.java
*/
```

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```

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* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
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* <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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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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1.80 log4j-layout-template-json 2.17.1

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1.81 lombok 1.18.24

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1.84 agent-api 4.5.13.27526

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* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/ExitTypes.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/bootstrap/NoOpTransactionDelegate.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/bootstrap/IApiTransactionDelegate.java
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* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/ExitCall.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/EumDelegate.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/EventPublisher.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/MetricPublisher.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/impl/NoOpTransaction.java
* /agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/Transaction.java

1.85 javassist 3.29.2-GA

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* /javassist-3-29-2-ga-sources-jar/javassist/CtNewWrappedConstructor.java
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* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/Type.java
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* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AttributeInfo.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/SignatureAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Reflection.java

* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AnnotationsAttribute.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtField.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/NewExpr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java
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Found in path(s):
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/EnumMemberValue.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java

1.86 common-utils 4.1.0

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* /jctools-core-4-0-1-1-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
No license file was found, but licenses were detected in source scan.

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-4-0-1-1-jar/META-INF/MANIFEST.MF

1.95 error_prone_annotations 2.18.0

1.95.1 Available under license :

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Found in path(s):
* /error-prone-annotations-2-18-0-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.96 gson 2.10.1

1.96.1 Available under license :

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Manifest-Version: 1.0
Created-By: 11.0.16.1 (Azul Systems, Inc.)
Build-Jdk-Spec: 11
Bnd-LastModified: 1673019830620
Bundle-ContactAddress: https://github.com/google/gson
Bundle-Description: Gson JSON library
Bundle-Developers: google;organization=Google;organizationUrl="https://w
ww.google.com"
Bundle-DocURL: https://github.com/google/gson/gson
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN
SE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g
it:https://github.com/google/gson.git/gson",developer-connection="scm:g
it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project
Bundle-Version: 2.10.1
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.
 10.1",com.google.gson.reflect;version="2.10.1",com.google.gson.stream;v
ersion="2.10.1"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.4.0.202211291949
Multi-Release: true

Found in path(s):
* /gson-2-10-1-jar/META-INF/MANIFEST.MF

1.97 snake-yaml 2.0

1.97.1 Available under license :

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Found in path(s):
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java

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```
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/**
* A Base64 encoder/decoder.
*
```

* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: www.
* source-code.biz/base64coder/java
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland
* Multi-licensed: EPL / LGPL / GPL / AL / BSD.
*/

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Found in path(s):
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
*
/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/AliasEvent.java

* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/Production.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/ComposerException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/Represent.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Node.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/NodeId.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/ParserImpl.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java

* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/Yaml.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/ParserException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/Representer.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedTagInspector.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedPrefixesTagInspector.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/SerializerException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/Mark.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/YAMLException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitter.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayStack.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/EnumUtils.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/TypeDescription.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/Resolver.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TagInspector.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/Token.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
*
 /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java

* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/Composer.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Tag.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/internal/Logger.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
*
/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java

1.98 bouncycastle-fips 2.0.0

1.98.1 Available under license :

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1.99 bridgeutils 1.7.1-r2

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1.100 kafka-streams-avro-serde 6.2.1

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* /kafka-streams-avro-serde-6-2-1-jar/META-INF/maven/io.confluent/kafka-streams-avro-serde/pom.xml

1.101 kafka-schema-registry-client 6.2.1

1.101.1 Available under license :

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

  <modelVersion>4.0.0</modelVersion>

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

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

  <artifactId>kafka-schema-registry-client</artifactId>
  <packaging>jar</packaging>
  <name>kafka-schema-registry-client</name>

  <dependencies>
    <dependency>
      <groupId>org.apache.kafka</groupId>
      <artifactId>kafka-clients</artifactId>
     </dependency>
    <dependency>
      <groupId>org.apache.avro</groupId>
      <artifactId>avro</artifactId>
    </dependency>
```

```
<dependency>
   <groupId>org.apache.commons</groupId>
   <artifactId>commons-compress</artifactId>
</dependency>
<dependency>
   <groupId>com.fasterxml.jackson.core</groupId>
   <artifactId>jackson-databind</artifactId>
</dependency>
<dependency>
   <groupId>jakarta.ws.rs</groupId>
   <artifactId>jakarta.ws.rs-api</artifactId>
</dependency>
<dependency>
   <groupId>org.glassfish.jersey.core</groupId>
   <artifactId>jersey-common</artifactId>
   <version>${jersey.version}</version>
</dependency>
<dependency>
   <groupId>org.easymock</groupId>
   <artifactId>easymock</artifactId>
   <scope>test</scope>
</dependency>
<dependency>
   <groupId>org.powermock</groupId>
    <artifactId>powermock-module-junit4</artifactId>
   <scope>test</scope>
</dependency>
<dependency>
   <groupId>org.powermock</groupId>
   <artifactId>powermock-api-easymock</artifactId>
   <scope>test</scope>
</dependency>
<dependency>
   <groupId>junit</groupId>
   <artifactId>junit</artifactId>
   <scope>test</scope>
</dependency>
<dependency>
   <groupId>io.swagger</groupId>
   <artifactId>swagger-annotations</artifactId>
</dependency>
<dependency>
   <groupId>io.swagger</groupId>
   <artifactId>swagger-core</artifactId>
   <version>1.6.2</version>
   <exclusions>
      <exclusion>
         <groupId>javax.validation</groupId>
```

```
            <artifactId>validation-api</artifactId>
          </exclusion>
          <exclusion>

            <groupId>com.google.guava</groupId>
            <artifactId>guava</artifactId>
          </exclusion>
        </exclusions>
      </dependency>
      <dependency>
        <groupId>com.google.guava</groupId>
        <artifactId>guava</artifactId>
        <version>${guava.version}</version>
      </dependency>
    </dependencies>
</project>
```

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

1.102 kafka-schema-serializer 6.2.1

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

  <modelVersion>4.0.0</modelVersion>

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

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

  <artifactId>kafka-schema-serializer</artifactId>
  <packaging>jar</packaging>
```

```
  <name>kafka-schema-serializer</name>

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

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

1.103 kafka-avro-serializer 6.2.1

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

  <modelVersion>4.0.0</modelVersion>

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

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

```
</licenses>

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

<dependencies>
  <dependency>
    <groupId>org.apache.kafka</groupId>
    <artifactId>kafka_${kafka.scala.version}</artifactId>
     <scope>provided</scope>
  </dependency>
  <dependency>
    <groupId>org.apache.avro</groupId>
    <artifactId>avro</artifactId>
  </dependency>
  <dependency>
    <groupId>org.apache.commons</groupId>
    <artifactId>commons-compress</artifactId>
  </dependency>
  <dependency>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-serializer</artifactId>
    <version>${io.confluent.schema-registry.version}</version>
  </dependency>
  <dependency>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-registry-client</artifactId>
    <version>${io.confluent.schema-registry.version}</version>
  </dependency>

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

```
        <artifactId>confluent-log4j</artifactId>
        <scope>test</scope>
      </dependency>
    </dependencies>

    <build>
      <plugins>
        <plugin>
          <groupId>org.apache.avro</groupId>
          <artifactId>avro-maven-plugin</artifactId>
          <executions>
            <execution>
              <phase>generate-sources</phase>
              <goals>
                <goal>schema</goal>
              </goals>
              <configuration>
                <testSourceDirectory>${project.basedir}/src/test/avro</testSourceDirectory>

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

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

1.104 kafka-protobuf-provider 5.5.5

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

  <modelVersion>4.0.0</modelVersion>

  <parent>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-registry-parent</artifactId>
    <version>5.5.5</version>
  </parent>

  <licenses>
```

```
    <license>
      <name>Confluent Community License</name>
      <url>http://www.confluent.io/confluent-community-license</url>
      <distribution>repo</distribution>
    </license>
    <license>
      <name>Apache License 2.0</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.html</url>
      <distribution>repo</distribution>
    </license>
</licenses>

<artifactId>kafka-protobuf-provider</artifactId>
<packaging>jar</packaging>
 <name>kafka-protobuf-provider</name>

<dependencies>
    <dependency>
      <groupId>com.squareup.wire</groupId>
      <artifactId>wire-schema</artifactId>
    </dependency>
    <dependency>
      <groupId>org.jetbrains.kotlin</groupId>
      <artifactId>kotlin-stdlib</artifactId>
    </dependency>
    <dependency>
      <groupId>com.google.protobuf</groupId>
      <artifactId>protobuf-java</artifactId>
    </dependency>
    <dependency>
      <groupId>com.google.protobuf</groupId>
      <artifactId>protobuf-java-util</artifactId>
    </dependency>
    <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-registry-client</artifactId>
    </dependency>
    <dependency>
      <groupId>org.mockito</groupId>
      <artifactId>mockito-core</artifactId>
      <scope>test</scope>
    </dependency>
    <dependency>

      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <scope>test</scope>
    </dependency>
```

```
  </dependencies>

  <build>
    <plugins>
      <plugin>
        <groupId>com.github.os72</groupId>
        <artifactId>protoc-jar-maven-plugin</artifactId>
      </plugin>
    </plugins>
  </build>
</project>
```

Found in path(s):
* /kafka-protobuf-provider-5-5-5-jar/META-INF/maven/io.confluent/kafka-protobuf-provider/pom.xml

1.105 kafka-protobuf-serializer 5.5.5

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

  <modelVersion>4.0.0</modelVersion>

  <parent>
    <groupId>io.confluent</groupId>
    <artifactId>kafka-schema-registry-parent</artifactId>
    <version>5.5.5</version>
  </parent>

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

  <artifactId>kafka-protobuf-serializer</artifactId>
  <packaging>jar</packaging>
```

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 <name>kafka-protobuf-serializer</name>

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   <dependency>
      <groupId>org.apache.kafka</groupId>
      <artifactId>kafka_${kafka.scala.version}</artifactId>
      <scope>provided</scope>
   </dependency>
   <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-protobuf-provider</artifactId>
   </dependency>
   <dependency>
      <groupId>com.google.protobuf</groupId>
      <artifactId>protobuf-java-util</artifactId>
   </dependency>
   <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-serializer</artifactId>
   </dependency>
   <dependency>
      <groupId>io.confluent</groupId>
      <artifactId>kafka-schema-registry-client</artifactId>
   </dependency>
   <dependency>
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      <artifactId>kafka-schema-registry</artifactId>

   <scope>test</scope>
   </dependency>
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      <type>test-jar</type>
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   <dependency>
      <groupId>org.apache.kafka</groupId>
      <artifactId>connect-api</artifactId>
      <scope>provided</scope>
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   <dependency>
      <groupId>org.apache.kafka</groupId>
      <artifactId>kafka-clients</artifactId>
      <classifier>test</classifier>
      <scope>test</scope>
   </dependency>
   <dependency>
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        <classifier>test</classifier>
        <scope>test</scope>
      </dependency>
      <dependency>
        <groupId>org.mockito</groupId>
        <artifactId>mockito-core</artifactId>

       <scope>test</scope>
      </dependency>
      <dependency>
        <groupId>junit</groupId>
        <artifactId>junit</artifactId>
        <scope>test</scope>
      </dependency>
    </dependencies>

    <build>
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        <plugin>
          <groupId>com.github.os72</groupId>
          <artifactId>protoc-jar-maven-plugin</artifactId>
        </plugin>
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-jar-plugin</artifactId>
          <version>2.6</version>
          <executions>
            <execution>
              <goals>
                <goal>test-jar</goal>
              </goals>
              <phase>test-compile</phase>
            </execution>
          </executions>
        </plugin>
      </plugins>
    </build>
  </project>
```

Found in path(s):
* /kafka-protobuf-serializer-5-5-5-jar/META-INF/maven/io.confluent/kafka-protobuf-serializer/pom.xml

1.106 okhttp 4.11.0

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1.107 musl-obstack 1.2.3-r2

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1.108 tre 0.8.0-r2

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1.109 guice-bridge 2.5.0

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* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/HK2ToGuiceTypeListenerImpl.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/api/HK2Inject.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/GuiceToHk2JITResolver.java
*

/guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/api/GuiceBridge.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/GuiceBridgeImpl.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/GuiceServiceHk2Bean.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/GuiceIntoHK2BridgeImpl.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/internal/GuiceScopeContext.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/api/HK2IntoGuiceBridge.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/api/GuiceIntoHK2Bridge.java
* /guice-bridge-2-5-0-sources-1-jar/org/jvnet/hk2/guice/bridge/api/GuiceScope.java
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1.110 hystrix-codahale-metrics-publisher 1.5.18

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* /hystrix-codahale-metrics-publisher-1-5-18-sources-1-jar/com/netflix/hystrix/contrib/codahalemetricspublisher/HystrixCodaHaleMetricsPublisher.java
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* /hystrix-codahale-metrics-publisher-1-5-18-sources-1-jar/com/netflix/hystrix/contrib/codahalemetricspublisher/HystrixCodaHaleMetricsPublisherCommand.java
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/hystrix-codahale-metrics-publisher-1-5-18-sources-1-jar/com/netflix/hystrix/contrib/codahalemetricspublisher/HystrixCodaHaleMetricsPublisherThreadPool.java
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* /hystrix-codahale-metrics-publisher-1-5-18-sources-1-jar/com/netflix/hystrix/contrib/codahalemetricspublisher/ConfigurableCodaHaleMetricFilter.java

1.111 guava 32.0.1-jre

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1.112 leveldb 1.23-r0

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1.113 snake-yaml 2.2

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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/Mark.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/resolver/Resolver.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
*
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Node.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/TagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/YAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/Yaml.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/composer/Composer.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/internal/Logger.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
*

/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeId.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Production.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/ParserException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Represent.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Tag.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
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 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Representer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/TypeDescription.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/Token.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
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Found in path(s):
* /snakeyaml-2-2-sources-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml
No license file was found, but licenses were detected in source scan.

// This module is multi-licensed and may be used under the terms
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/**
* A Base64 encoder/decoder.
*
* <p>

* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: www.
* source-code.biz/base64coder/java
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland
* Multi-licensed: EPL / LGPL / GPL / AL / BSD.
*/

Found in path(s):
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java

1.114 free-type 2.13.2

1.114.1 Available under license :

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#
All lines in this file are patterns (relative to the top-level directory),
including the comment lines; this means that e.g. `FTL.TXT' matches all
files that have this string in the file name (including the path relative
to the current directory, always starting with `./').
#
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/ftzconf.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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2006-Jan-27

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1.115 kotlin 1.8.21

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1.116 j2objc-annotations 2.8

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Found in path(s):
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Weak.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/AutoreleasePool.java

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* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ReflectionSupport.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedWith.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/WeakOuter.java
*

/j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ObjectiveCName.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Property.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/LoopTranslation.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/OnDealloc.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedLocalRef.java

1.117 animal-sniffer-annotation 1.23

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Found in path(s):
* /animal-sniffer-annotations-1-23-1-jar/META-INF/maven/org.codehaus.mojo/animal-sniffer-annotations/pom.xml

1.118 okio 3.6.0

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* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Sha512.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Md5.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Sha1.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Sha256.kt
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Found in path(s):
* /okio-3-6-0-sources-jar/commonMain/okio/internal/FileSystem.kt
* /okio-3-6-0-sources-jar/commonMain/okio/FileHandle.kt
* /okio-3-6-0-sources-jar/unixMain/okio/UnixFileHandle.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/FileSystem.kt

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* /okio-3-6-0-sources-jar/commonMain/okio/Okio.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Timeout.kt

* /okio-3-6-0-sources-jar/nonJvmMain/okio/RealBufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Buffer.kt
* /okio-3-6-0-sources-jar/commonMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Timeout.kt
*
 /okio-3-6-0-sources-jar/commonMain/okio/Buffer.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Sink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Buffer.kt
* /okio-3-6-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Sink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Source.kt
* /okio-3-6-0-sources-jar/commonMain/okio/BufferedSource.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/internal/-Utf8.kt
* /okio-3-6-0-sources-jar/nonAppleMain/okio/ByteString.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Util.kt
* /okio-3-6-0-sources-jar/commonMain/okio/CommonPlatform.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/ByteString.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/NonJvmPlatform.kt
*
 /okio-3-6-0-sources-jar/commonMain/okio/ByteString.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/internal/RealBufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/SegmentedByteString.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/Segment.kt
* /okio-3-6-0-sources-jar/commonMain/okio/SegmentPool.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingSource.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/SegmentPool.kt
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* /okio-3-6-0-sources-jar/nativeMain/okio/Cinterop.kt
* /okio-3-6-0-sources-jar/unixMain/okio/UnixPosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Path.kt
* /okio-3-6-0-sources-jar/linuxMain/okio/LinuxPosixVariant.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Hmac.kt
*
 /okio-3-6-0-sources-jar/nativeMain/okio/PosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/HashingSource.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/FileSource.kt
* /okio-3-6-0-sources-jar/appleMain/okio/ApplePosixVariant.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/FileSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/FileSystem.kt
* /okio-3-6-0-sources-jar/commonMain/okio/HashingSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/FileMetadata.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Path.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/HashingSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingFileSystem.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ExperimentalFileSystem.kt
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1.119 libcxxabi 1.1.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1695799258578
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8
6_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/nati
ve/Windows/x86_64/snappyjava.dll;osname=win32;processor=amd64,org/xer
ial/snappy/native/Windows/x86/snappyjava.dll;osname=win32;processor=x
86,org/xerial/snappy/native/Mac/x86/libsnappyjava.jnilib;osname=macos
x;processor=x86,org/xerial/snappy/native/Mac/x86_64/libsnappyjava.dyl
ib;osname=macosx;processor=x86-64,org/xerial/snappy/native/Mac/aarch6
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py/native/Linux/x86_64/libsnappyjava.so;osname=linux;processor=x86-64
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processor=x64,org/xerial/snappy/native/Linux/x86_64/libsnappyjava.so;
osname=linux;processor=amd64,org/xerial/snappy/native/Linux/x86/libsn
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al/snappy/native/AIX/ppc/libsnappyjava.a;osname=aix;processor=ppc,org
/xerial/snappy/native/AIX/ppc64/libsnappyjava.a;osname=aix;processor=
ppc64,org/xerial/snappy/native/SunOS/x86/libsnappyjava.so;osname=suno
s;processor=x86,org/xerial/snappy/native/SunOS/x86_64/libsnappyjava.s
o;osname=sunos;processor=x86-64,org/xerial/snappy/native/SunOS/sparc/
libsnappyjava.so;osname=sunos;processor=sparc
Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.5
Created-By: 11.0.20 (Azul Systems, Inc.)

Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java
Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.5
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
 org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
ppy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch
64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.nativ
e.Linux.arm,org.xerial.snappy.native.Linux.armv6,org.xerial.snappy.na
tive.Linux.armv7,org.xerial.snappy.native.Linux.ppc,org.xerial.snappy
.native.Linux.ppc64,org.xerial.snappy.native.Linux.ppc64le,org.xerial
.snappy.native.Linux.riscv64,org.xerial.snappy.native.Linux.s390x,org
.xerial.snappy.native.Linux.x86,org.xerial.snappy.native.Linux.x86_64
,org.xerial.snappy.native.Mac.aarch64,org.xerial.snappy.native.Mac.x8
6,org.xerial.snappy.native.Mac.x86_64,org.xerial.snappy.native,org.xe
rial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org
.xerial.snappy.native.SunOS.x86_64,org.xerial.snappy.native.Windows.a
arch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.
Windows.x86_64
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

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

1.120 guava 32.1.3-jre

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1.122 jersey-client 2.41

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1.124 snappy-java 1.1.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1695799258578
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
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Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.5
Created-By: 11.0.20 (Azul Systems, Inc.)
Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java
Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.5
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
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Windows.x86_64
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

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

1.125 jersey-common 2.41

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1.128 gcompat 1.1.0-r4

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1.129 zt 1.16

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*
 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/extra/ZipShort.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/extra/ZipExtraField.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/extra/ExtraFieldUtils.java
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* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/Java8TimestampStrategy.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/PreJava8TimestampStrategy.java
*
 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntryUtil.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/IdentityNameMapper.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/FileSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/NameMapper.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntrySource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ByteSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipInfoCallback.java
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* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZTFileUtil.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/TimestampStrategyFactory.java
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1.130 lz4-java 1.8.0

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.140 jsr305 3.0.2

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* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/NotThreadSafe.java
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1.141 gson 2.11.0

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* /gson-2-11-0-sources-1-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/JsonReader.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/JsonToken.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/ToNumberPolicy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/ToNumberStrategy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/package-info.java

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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/FormattingStyle.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/SerializationDelegatingTypeAdapter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ConstructorConstructor.java
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 /gson-2-11-0-sources-1-jar/com/google/gson/internal/UnsafeAllocator.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/FieldAttributes.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializer.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Since.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonParseException.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Expose.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/$Gson$Types.java
* /gson-2-11-0-sources-1-jar/com/google/gson/reflect/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/Gson.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonObject.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Excluder.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonPrimitive.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonNull.java
* /gson-2-11-0-sources-1-jar/com/google/gson/FieldNamingPolicy.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonElement.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSerializer.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/SerializedName.java
*
/gson-2-11-0-sources-1-jar/com/google/gson/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/InstanceCreator.java
* /gson-2-11-0-sources-1-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ObjectConstructor.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonIOException.java
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1.144 commons-codec 1.17.1

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1.145 jackson-databind 2.17.2

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1.146 jackson 2.17.2

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This is a Java port of Daniel Lemire's fast_float project.
This project provides parsers for double, float, BigDecimal and BigInteger values.

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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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1.149 rocksdb 1.2.1

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1.153 bctls-fips 2.0.19

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1.154 avro 1.12.0

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1.155 zlib 1.3.1-r2

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1.156 zstd-jni 1.5.6-4

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Manifest-Version: 1.0
Specification-Title: zstd-jni
Specification-Version: 1.5.6-4
Specification-Vendor: com.github.luben
Implementation-Title: zstd-jni
Implementation-Version: 1.5.6-4
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1721499007163
Bundle-Name: zstd-jni
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Description: JNI bindings for Zstd native library that provides f
ast and high compression lossless algorithm for Java and all JVM langua
ges.
Bundle-Vendor: com.github.luben
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;description
=BSD 2-Clause License
Bundle-Version: 1.5.6.4
Bundle-ManifestVersion: 2
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com.github.luben.zstd;version="1.5.6.4",com.github.luben
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Import-Package: org.osgi.framework;resolution:=optional
Private-Package: darwin.aarch64,darwin.x86_64,freebsd.amd64,freebsd.i386
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1.157 protobuf-java 4.28.2

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* /protobuf-java-4-28-2-sources-jar/com/google/protobuf/BlockingService.java
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* /protobuf-java-4-28-2-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java

1.158 commons-io 2.17.0

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1.159 pax-utils 1.3.8-r1

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 /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/txn/CreateSessionTxn.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/GetMaxChildrenResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/SetACLResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/CheckVersionRequest.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/txn/MultiTxn.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/data/ACL.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/txn/SetACLTxn.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/DeleteRequest.java

* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/GetDataResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/ErrorResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/ExistsResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/WatcherEvent.java
*
 /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/txn/CloseSessionTxn.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/ConnectResponse.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/AuthPacket.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/SyncRequest.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/CreateRequest.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/QuorumAuthPacket.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/MultiHeader.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/txn/Txn.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/SetACLRequest.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/zookeeper/proto/AddWatchRequest.java
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* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/CGenerator.java
*
 /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JBoolean.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/Index.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/Utils.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JField.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JInt.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JString.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/RecordWriter.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/BinaryOutputArchive.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JavaGenerator.java

* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JDouble.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/Record.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JMap.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/CSharpGenerator.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/CppGenerator.java
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 /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JByte.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JCompType.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JLong.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JVector.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/ToStringOutputArchive.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JType.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/RecordReader.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JFloat.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JFile.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/BinaryInputArchive.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/InputArchive.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JBuffer.java
* /zookeeper-jute-3-9-3-sources-jar/org/apache/jute/compiler/JRecord.java
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1.161 zookeeper 3.9.3

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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/ControllerServerConfig.java
*

/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/CommandClient.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/embedded/ZooKeeperServerEmbedded.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/PathParentIterator.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/BCFKSFileLoader.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/WatcherMode.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/embedded/ExitHandler.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/SnapshotComparer.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/ControllableConnectionFactory.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/util/CircularBlockingQueue.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/ControlCommand.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/MessageTracker.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/ControllableConnection.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/controller/ControllerService.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/SnapshotRecursiveSummary.java
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 /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/RequestPathMetricsCollector.java
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 /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/RequestRecord.java
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*
 /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/VersionCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/SyncCommand.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/BitHashSet.java
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 /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/ServerAdminClient.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ServerStats.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/AtomicFileOutputStream.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/LearnerZooKeeperServer.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/version/Info.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/GetConfigCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/Testable.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ServerCnxnFactory.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/jmx/MBeanRegistry.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/NettyUtils.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/KerberosUtil.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/JLineZNodeCompleter.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/persistence/Util.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/ZooKeeperMain.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/ServerAuthenticationProvider.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/LocalSessionTracker.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/client/StaticHostProvider.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/admin/AdminServer.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/CliParseException.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/client/ZKClientConfig.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ObserverBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/Version.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/LearnerHandlerMXBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/UnifiedServerSocket.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/SSLContextAndOptions.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/persistence/FilePadding.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/AddWatchMode.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/KeyStoreLoader.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ZKDatabase.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/metrics/impl/MetricsProviderBootstrap.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/Learner.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/ClientCnxn.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/command/DumpCommand.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/command/DigestCommand.java
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/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/DeleteCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ZooKeeperServerMXBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/NodeHashMap.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/KeeperException.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/DeleteAllCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ZooTrace.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/StatPrinter.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/FinalRequestProcessor.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/persistence/TxnLog.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/command/SetTraceMaskCommand.java
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/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/ConfigUtils.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/persistence/FileTxnLog.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/ReadOnlyBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/AuthenticationProvider.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/metric/SimpleCounter.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/LeaderBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/MalformedCommandException.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/DigestAuthenticationProvider.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/LearnerMaster.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/flexible/QuorumOracleMaj.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/DataTreeBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ZooKeeperCriticalThread.java
*
/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/DigestCalculator.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/audit/AuditHelper.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/PEMFileLoader.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/metrics/MetricsContext.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/metric/Metric.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/ProviderRegistry.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/MalformedPathException.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/auth/SaslQuorumAuthLearner.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ConnectionMXBean.java

* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/ObserverMXBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/ListQuotaCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/metric/AvgMinMaxCounterSet.java
*
 /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/ServerMXBean.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/CommandFactory.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/WatcherOrBitSet.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/RemoveWatchesCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/Election.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/command/CommandExecutor.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/util/LogChopper.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/ZKConfig.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/ExitCode.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/X509Exception.java
*
/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/SaslServerCallbackHandler.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/PKCS12FileLoader.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/DeleteContainerRequest.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/Follower.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/DataTree.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/IPAuthenticationProvider.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/jmx/ManagedUtil.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/WatchManager.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/CloseCommand.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/auth/KeyAuthenticationProvider.java
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/zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/SecretUtils.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/quorum/ProposalRequestProcessor.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/cli/PlainOutputFormatter.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/command/WatchCommand.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/common/FileChangeWatcher.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/TxnLogProposalIterator.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/WatchesSummary.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/MultiResponse.java
* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/Transaction.java
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* /zookeeper-3-9-3-sources-jar/org/apache/zookeeper/server/watch/WatchesReport.java
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1.162 bcutil-fips 2.0.2

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1.163 jackson 2.17.3

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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers.

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1.165 libucontext 1.3.2-r0

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1.168 scanelf 1.3.8-r1

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* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/Nls.java
* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/PropertyKey.java
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* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/TestOnly.java
* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/MagicConstant.java
* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/JdkConstants.java

1.171 jackson-module-afterburner 2.17.2

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1.172 jackson-dataformat-yaml 2.17.2

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* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/Library.java
* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/Buffer.java
* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/SSL.java

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/**
   * Set the maximum number of bytes for the certificate chain during handshake.
   * See
   * <a
href="https://www.openssl.org/docs/man1.1.1/man3/SSL_CTX_set_max_cert_list.html">SSL_CTX_set_max_cert_
list</a>
   * for more details.
   * @param ctx context to use
   * @param size the maximum number of bytes
   */

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* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/SniHostNameMatcher.java
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* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java
*

/netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/CertificateCallbackTask.java
* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/CertificateVerifierTask.java
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* /netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethod.java
*
/netty-tcnative-classes-2-0-66-final-sources-1-jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethodAdapter.java
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1.175 jackson-xc 2.17.2

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1.176 jackson-dataformat-yaml 2.17.3

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1.178 error_prone_annotations 2.23.0

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Manifest-Version: 1.0
Created-By: Maven JAR Plugin 3.2.2
Build-Jdk-Spec: 17
Automatic-Module-Name: com.google.errorprone.annotations
Bundle-Description: Error Prone is a static analysis tool for Java that
catches common programming mistakes at compile-time.
Bundle-DocURL: https://errorprone.info/error_prone_annotations
Bundle-License: "Apache 2.0";link="http://www.apache.org/licenses/LICENS
E-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: error-prone annotations
Bundle-SCM: url="https://github.com/google/error-prone/error_prone_annot
ations",connection="scm:git:https://github.com/google/error-prone.git/e
rror_prone_annotations",developer-connection="scm:git:git@github.com:go
ogle/error-prone.git/error_prone_annotations",tag=HEAD
Bundle-SymbolicName: com.google.errorprone.annotations
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Bundle-Version: 2.23.0
Export-Package: com.google.errorprone.annotations;uses:="javax.lang.mode
l.element";version="2.23.0",com.google.errorprone.annotations.concurren
 t;version="2.23.0"
Import-Package: javax.lang.model.element
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

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1.179 opentelemetry-semconv 1.29.0-alpha

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1.180 opentelemetry-sdk-extension-autoconfigure-spi 1.29.0

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1.182 dagger 2.4

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* /dagger-2-4-sources-2-jar/dagger/multibindings/IntoMap.java
* /dagger-2-4-sources-2-jar/dagger/internal/DoubleCheck.java
* /dagger-2-4-sources-2-jar/dagger/Reusable.java
* /dagger-2-4-sources-2-jar/dagger/internal/Preconditions.java
* /dagger-2-4-sources-2-jar/dagger/internal/ProviderOfLazy.java
*
 /dagger-2-4-sources-2-jar/dagger/multibindings/package-info.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/IntoSet.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/ElementsIntoSet.java
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* /dagger-2-4-sources-2-jar/dagger/MapKey.java
* /dagger-2-4-sources-2-jar/dagger/internal/MapFactory.java
* /dagger-2-4-sources-2-jar/dagger/internal/SingleCheck.java
* /dagger-2-4-sources-2-jar/dagger/internal/MapProviderFactory.java
* /dagger-2-4-sources-2-jar/dagger/internal/InstanceFactory.java
*
 /dagger-2-4-sources-2-jar/dagger/internal/SetFactory.java
* /dagger-2-4-sources-2-jar/dagger/internal/Collections.java
* /dagger-2-4-sources-2-jar/dagger/Component.java
* /dagger-2-4-sources-2-jar/dagger/internal/DelegateFactory.java
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* /dagger-2-4-sources-2-jar/dagger/Multibindings.java
* /dagger-2-4-sources-2-jar/dagger/internal/Beta.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/StringKey.java
* /dagger-2-4-sources-2-jar/dagger/package-info.java
* /dagger-2-4-sources-2-jar/dagger/Subcomponent.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/ClassKey.java
*
/dagger-2-4-sources-2-jar/dagger/multibindings/IntKey.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/LongKey.java

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1.183 classgraph 4.8.174

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* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/reflection/StandardReflectionDriver.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/reflection/JVMDriverReflectionDriver.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/CxfContainerClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/reflection/ReflectionDriver.java
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* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ModulePathInfo.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassInfo.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/Resource.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/types/ParseException.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
*
/classgraph-4-8-174-sources-1-jar/io/github/classgraph/InfoList.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/MethodParameterInfo.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassRefOrTypeVariableSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/AnnotationInfoList.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/WeblogicClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/concurrency/InterruptionChecker.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/FallbackClassLoaderHandler.java

* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/UnoOneJarClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/HasName.java
*
 /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ObjectTypedValueWrapper.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassRefTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/TomcatWebappClassLoaderBaseHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ModuleInfo.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/FastPathResolver.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/BaseTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/ClassLoaderOrder.java
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 /classgraph-4-8-174-sources-1-jar/io/github/classgraph/FieldInfoList.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/LogNode.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/AnnotationParameterValueList.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/TypeArgument.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/TypeResolutions.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/CollectionUtils.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassGraphException.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/ClassGraphClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/URLClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassGraphClassLoader.java
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 /classgraph-4-8-174-sources-1-jar/io/github/classgraph/TypeVariableSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/FileUtils.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/MethodInfo.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/ClassLoaderFinder.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassMemberInfo.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/recycler/Resettable.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ScanResultObject.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONSerializer.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/recycler/Recycler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONParser.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/ClasspathOrder.java
*
 /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/concurrency/SingletonMap.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/TypeParameter.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxContextFinderClassLoaderHandler.java

* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/StringUtils.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ModuleReaderProxy.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/Scanner.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/ModuleFinder.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/ProxyingInputStream.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONReference.java
*
/classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/Classfile.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClasspathElementDir.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ArrayTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/scanspec/ScanSpec.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClasspathElement.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/AnnotationParameterValue.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ModuleRef.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/JarUtils.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/ClassFieldCache.java
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/classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/ZipFileSlice.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ReferenceTypeSignature.java
* /classgraph-4-8-174-sources-1-
jar/nonapi/io/github/classgraph/classloaderhandler/PlexusClassWorldsClassRealmClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/HierarchicalTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classpath/CallStackReader.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/TypeSignature.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/ClassFields.java
* /classgraph-4-8-174-sources-1-
jar/nonapi/io/github/classgraph/classloaderhandler/OSGiDefaultClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/AnnotationEnumValue.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/Id.java
*
/classgraph-4-8-174-sources-1-jar/io/github/classgraph/PackageInfo.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/reflection/ReflectionUtils.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/FieldInfo.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/types/TypeUtils.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/concurrency/WorkQueue.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONArray.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/FieldTypeInfo.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONObject.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/types/Parser.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/AnnotationClassRef.java
*

/classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/URLPathEncoder.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/GraphvizDotfileGenerator.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ModuleInfoList.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassInfoList.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ArrayClassInfo.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/PackageInfoList.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClassGraph.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/utils/VersionFinder.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/MethodTypeSignature.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ScanResult.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/json/JSONUtils.java
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/classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClasspathElementZip.java
* /classgraph-4-8-174-sources-1-
jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandlerRegistry.java
* /classgraph-4-8-174-sources-1-jar/io/github/classgraph/ClasspathElementModule.java
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* Author: Luke Hutchison
*
* Hosted at: https://github.com/classgraph/classgraph
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* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/ArraySlice.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/ClassfileReader.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessArrayReader.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessReader.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/PathSlice.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/FileSlice.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/Slice.java
* /classgraph-4-8-174-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessByteBufferReader.java
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*
* Hosted at: https://github.com/classgraph/classgraph
*
* --
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1.184 error_prone_annotations 2.36.0

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* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
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 /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/CheckReturnValue.java
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* /error-prone-annotations-2-36-0-sources-1-
jar/com/google/errorprone/annotations/InlineMeValidationDisabled.java
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* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
*
 /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-36-0-sources-1-jar/module-info.java
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* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/MustBeClosed.java
*
 /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-36-0-sources-1-jar/com/google/errorprone/annotations/DoNotMock.java
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1.185 flightrecorder 8.3.1

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jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/messages_ja.properties
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/messages/internal/messages.properties
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/synthetic/messages_ja.properties
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/messages.properties
* /flightrecorder-8-3-1-sources-
jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/messages_zh_CN.properties
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/IPoolFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/Offset.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/model/ValueDescriptor.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/DataStructureParser.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/memleak/ReferenceTreeModel.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/NotEnoughMemoryException.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/MethodFactory.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/util/SplitRecording.java
* /flightrecorder-8-3-1-sources-
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/QuantityReader.java
* /flightrecorder-8-3-1-sources-
jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/StackTraceFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/ThreadGroup.java
*
 /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/model/DataType.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/util/CanonicalConstantMap.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/FrameSeparator.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/NumberReaders.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/util/DataInputToolkit.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/CouldNotLoadRecordingException.java
* /flightrecorder-8-3-1-sources-
jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/OldObjectFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v1/ChunkStructure.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/ConstantMap.java
* /flightrecorder-8-3-1-sources-
jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/ThreadGroupFactory.java
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 /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/filter/OnLoadFilters.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v1/ChunkMetadata.java
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* /flightrecorder-8-3-1-sources-
jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/OSThreadFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/BooleanReader.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/util/JfrInternalConstants.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/StacktraceFormatToolkit.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/Messages.java
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 /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/ReaderFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/JfrAttributes.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/RepositoryBuilder.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/IEventSinkFactory.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/ChunkInfo.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/CompositeReader.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/ItemBuilder.java
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 /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/filter/FilterExtension.java
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jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/GlobalObjectPool.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/graph/Node.java
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1.186 common 8.3.1

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1.187 jetty-util 9.4.57.v20241219

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* 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
licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.188 jetty-xml 9.4.57.v20241219

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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

Oracle

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

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

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

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

OW2

The following artifacts are licensed by the OW2 Foundation according to the
terms of http://asm.ow2.org/license.html

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.190 jetty-security 9.4.57.v20241219

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.191 jetty-util-ajax 9.4.57.v20241219

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

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If ALPN is used to negotiate HTTP/2 connections, then the following
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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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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

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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketScheme.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpServerExpectContinueHandler.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketUtil.java
*
 /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpVersion.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaders.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/package-info.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/package-info.java
* /netty-codec-http-4-1-118-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpHeaders.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpRequestEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpMethod.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/DefaultHttpContent.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseEncoder.java
*
 /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/package-info.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/PongWebSocketFrame.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/package-info.java

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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker07.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpResponseStatus.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/BinaryWebSocketFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractDiskHttpData.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpObject.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/multipart/CaseIgnoringComparator.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspMethods.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpResponse.java
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 /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpMessage.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /netty-codec-http-4-1-118-final-sources-
jar/io/netty/handler/codec/http/multipart/HttpPostStandardRequestDecoder.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
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/netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilterProvider.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketDecoderConfig.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker13.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolConfig.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
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/netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker00.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandler.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolConfig.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtension.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoderDelegate.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpStatusClass.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
* /netty-codec-http-4-1-118-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateServerExtensionHandshaker.
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpHeadersEncoder.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/multipart/FileUploadUtil.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketChunkedInput.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
*

/netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/CookieUtil.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/rtsp/RtspDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
*
/netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpScheme.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cookie/Cookie.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/HttpUtil.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/cors/package-info.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynStreamFrame.java
*
 /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyDataFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyStreamFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyCodecUtil.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameDecoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyPingFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java
* /netty-codec-http-4-1-118-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandshakeHandler.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyDataFrame.java
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 /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyRstStreamFrame.java

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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameEncoder.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamStatus.java
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jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandler.java
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jar/io/netty/handler/codec/http/websocketx/WebSocketProtocolHandler.java
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* /netty-codec-http-4-1-118-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrameAggregator.java
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* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionHandler.java
* /netty-codec-http-4-1-118-final-sources-jar/io/netty/handler/codec/spdy/SpdySettingsFrame.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameDecoder.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java
*
 /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
* /netty-codec-socks-4-1-118-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/package-info.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java

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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java
* /netty-codec-socks-4-1-118-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequestDecoder.java
* /netty-codec-socks-4-1-118-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java
*
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientDecoder.java
* /netty-codec-socks-4-1-118-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandRequest.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequestDecoder.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/package-info.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerDecoder.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /netty-codec-socks-4-1-118-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java
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* /netty-codec-socks-4-1-118-final-sources-

jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandResponse.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequest.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequest.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksResponse.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponseDecoder.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksResponse.java
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jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandResponse.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandStatus.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandResponse.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandResponse.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandStatus.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socks/SocksMessageType.java
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* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java
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/netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java
* /netty-codec-socks-4-1-118-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandType.java
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* /netty-handler-proxy-4-1-118-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java
*
 /netty-handler-proxy-4-1-118-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java
* /netty-handler-proxy-4-1-118-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
* /netty-handler-proxy-4-1-118-final-sources-jar/io/netty/handler/proxy/package-info.java
* /netty-handler-proxy-4-1-118-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java

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* /netty-codec-dns-4-1-118-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsOptPseudoRrRecord.java
*
 /netty-codec-dns-4-1-118-final-sources-jar/io/netty/handler/codec/dns/DnsOptPseudoRecord.java
* /netty-codec-dns-4-1-118-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsOptEcsRecord.java
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* /netty-codec-dns-4-1-118-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsRecord.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-118-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.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
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* Base64 Encoder/Decoder</a>.
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/BrotliMode.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZstdDecoder.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/CompressionOptions.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Zstd.java

* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /netty-codec-4-1-118-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java

*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/SnappyOptions.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DateFormatter.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/Headers.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/base64/package-info.java
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 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
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 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
*
 /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java

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/netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
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/netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-118-final-sources-
jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
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/netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
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/netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
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* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-codec-4-1-118-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.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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*/
/**
* 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-4-1-118-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

1.198 netty-transport 4.1.118.Final

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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/NioChannelOption.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java

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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
*
 /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelId.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultChannelId.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/ChannelGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
*
 /netty-transport-4-1-118-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/ChannelMatchers.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
*
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/netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/NioDomainSocketChannel.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
*

/netty-transport-4-1-118-final-sources-jar/io/netty/channel/SelectStrategy.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/DuplexChannel.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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 /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/package-info.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/ChannelPool.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelFactory.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
*
 /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultChannelConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/DefaultChannelGroupFuture.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/package-info.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelPromiseAggregator.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/CombinedIterator.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelFutureListener.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/package-info.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/SingleThreadEventLoop.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/ChannelGroupFutureListener.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/DefaultSocketChannelConfig.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/oio/AbstractOioByteChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelPipeline.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelException.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/group/package-info.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/package-info.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/Bootstrap.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/SocketChannel.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/DatagramChannelConfig.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelOutboundHandler.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/CombinedChannelDuplexHandler.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelPipelineException.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/nio/NioServerSocketChannel.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/DefaultEventLoopGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/CompleteChannelFuture.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/SucceededChannelFuture.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/nio/AbstractNioChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/oio/package-info.java
*
 /netty-transport-4-1-118-final-sources-jar/io/netty/channel/local/LocalChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/package-info.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/oio/AbstractOioChannel.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/bootstrap/AbstractBootstrap.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelDuplexHandler.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/embedded/EmbeddedSocketAddress.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/MultithreadEventLoopGroup.java
* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/ChannelInboundHandlerAdapter.java
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* /netty-transport-4-1-118-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.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 an 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-4-1-118-final-sources-jar/io/netty/channel/ChannelHandler.java

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* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
*
 /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollMode.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
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* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/Epoll.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /netty-transport-classes-epoll-4-1-118-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.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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1.200 netty-transport-native-unix-common 4.1.118.Final

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1.201 netty-resolver-dns 4.1.118.Final

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jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/DnsCacheEntry.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java
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* /netty-resolver-dns-4-1-118-final-sources-
jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
* /netty-resolver-dns-4-1-118-final-sources-
jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java
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* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/ThreadLocalNameServerAddressStream.java
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* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
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 /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
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* /netty-resolver-dns-4-1-118-final-sources-jar/io/netty/resolver/dns/Cache.java
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1.202 netty-handler 4.1.118.Final

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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/pcap/PcapWriteHandler.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
*
 /netty-handler-4-1-118-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
*
 /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
*
 /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslSessionStats.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ipfilter/UniqueIpFilter.java
*

/netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslSessionContext.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/SslProvider.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
*
/netty-handler-4-1-118-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/SniHandler.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
*
/netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
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/netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
*
/netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSslContext.java

* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/OpenSsl.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ipfilter/package-info.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
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 /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/package-info.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/stream/package-info.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
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* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/ssl/util/package-info.java
* /netty-handler-4-1-118-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
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* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/UdtMessage.java
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 /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/UdtChannelConfig.java
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* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteRendezvousChannel.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageAcceptorChannel.java
*
 /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageRendezvousChannel.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteAcceptorChannel.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteConnectorChannel.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtAcceptorChannel.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/nio/NioUdtProvider.java
* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/UdtChannel.java
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* /netty-transport-udt-4-1-118-final-sources-jar/io/netty/channel/udt/UdtChannelOption.java

1.204 netty-codec-haproxy 4.1.118.Final

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* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessageDecoder.java
* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyProxiedProtocol.java
*
 /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyProtocolException.java
* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/package-info.java
* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessage.java
* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyCommand.java
* /netty-codec-haproxy-4-1-118-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyConstants.java
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1.205 netty-transport-sctp 4.1.118.Final

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* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/oio/OioSctpServerChannel.java
*
/netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/oio/package-info.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/oio/OioSctpChannel.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/package-info.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/handler/codec/sctp/SctpMessageCompletionHandler.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/SctpServerChannel.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/AbstractNotificationHandler.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/Association.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/SctpServerChannel.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/DefaultSctpChannelConfig.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/UnsupportedOperatingSystemException.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/nio/NioSctpChannel.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/SctpStandardSocketOptions.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/PeerAddressChangeNotification.java
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 /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/Notification.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/MessageInfo.java
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* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/HandlerResult.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/SctpSocketOption.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/SendFailedNotification.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/SctpMessage.java
* /netty-transport-sctp-4-1-118-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
* /netty-transport-sctp-4-1-118-final-sources-jar/com/sun/nio/sctp/AssociationChangeNotification.java
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1.206 netty-transport-rxtx 4.1.118.Final

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* /netty-transport-rxtx-4-1-118-final-sources-jar/io/netty/channel/rxtx/RxtxChannelOption.java
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/netty-transport-rxtx-4-1-118-final-sources-jar/io/netty/channel/rxtx/RxtxChannel.java
* /netty-transport-rxtx-4-1-118-final-sources-jar/io/netty/channel/rxtx/RxtxChannelConfig.java
* /netty-transport-rxtx-4-1-118-final-sources-jar/io/netty/channel/rxtx/RxtxDeviceAddress.java

1.207 netty-codec-smtp 4.1.118.Final

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* /netty-codec-smtp-4-1-118-final-sources-jar/io/netty/handler/codec/smtp/SmtpUtils.java
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 /netty-codec-smtp-4-1-118-final-sources-jar/io/netty/handler/codec/smtp/SmtpContent.java
* /netty-codec-smtp-4-1-118-final-sources-jar/io/netty/handler/codec/smtp/DefaultSmtpResponse.java
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* /netty-codec-smtp-4-1-118-final-sources-jar/io/netty/handler/codec/smtp/SmtpRequest.java
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1.208 netty-codec-xml 4.1.118.Final

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* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlEntityReference.java
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 /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlContent.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlCharacters.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlDecoder.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlSpace.java

* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlDocumentStart.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlElementStart.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlProcessingInstruction.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlDTD.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlElement.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlNamespace.java
* /netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlElementEnd.java
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/netty-codec-xml-4-1-118-final-sources-jar/io/netty/handler/codec/xml/XmlComment.java
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1.209 netty-codec-mqtt 4.1.118.Final

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* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttPubReplyMessageVariableHeader.java
*
/netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubAckPayload.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdAndPropertiesVariableHeader.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscriptionOption.java
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* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttPubAckMessage.java
*
 /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectReturnCode.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttCodecUtil.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessage.java
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jar/io/netty/handler/codec/mqtt/MqttUnacceptableProtocolVersionException.java
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* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageType.java
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* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubAckMessage.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttPublishMessage.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubscribePayload.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnAckMessage.java
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*
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* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageFactory.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttDecoder.java
* /netty-codec-mqtt-4-1-118-final-sources-jar/io/netty/handler/codec/mqtt/MqttIdentifierRejectedException.java
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1.210 netty-codec-memcache 4.1.118.Final

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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseStatus.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseEncoder.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheServerCodec.java
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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectDecoder.java
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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/DefaultMemcacheContent.java
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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheRequest.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheEncoder.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/MemcacheContent.java
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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheOpcodes.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/MemcacheMessage.java
* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheMessage.java
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jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheResponse.java
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/netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponse.java
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* /netty-codec-memcache-4-1-118-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheClientCodec.java

1.211 netty-resolver-dns-classes-macos 4.1.118.Final

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* /netty-resolver-dns-classes-macos-4-1-118-final-sources-jar/io/netty/resolver/dns/macos/package-info.java

1.212 netty-handler-ssl-ocsp 4.1.118.Final

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1.213 netty-codec-redis 4.1.118.Final

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1.214 netty-codec-stomp 4.1.118.Final

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* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompConstants.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeAggregator.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompHeaders.java
*

/netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompHeadersSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/DefaultLastStompContentSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompHeaders.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/package-info.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompContentSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompContentSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompFrame.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/LastStompContentSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompFrame.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompCommand.java
*
/netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeEncoder.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompSubframe.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeDecoder.java
* /netty-codec-stomp-4-1-118-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompHeadersSubframe.java
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* /netty-codec-stomp-4-1-118-final-sources-jar/META-INF/maven/io.netty/netty-codec-stomp/pom.xml

1.215 netty-transport-classes-kqueue 4.1.118.Final

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* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoop.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannel.java
*
 /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueStaticallyReferencedJniMethods.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueStreamChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueue.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/Native.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/BsdSocket.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueChannelOption.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/NativeLongArray.java
*
 /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueServerChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/AcceptFilter.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/package-info.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueServerDomainSocketChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueDatagramChannelConfig.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueRecvByteAllocatorHandle.java

* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueEventArray.java
*
/netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-jar/io/netty/channel/kqueue/KQueueChannelConfig.java
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* /netty-transport-classes-kqueue-4-1-118-final-sources-
jar/io/netty/channel/kqueue/AbstractKQueueDatagramChannel.java
* /netty-transport-classes-kqueue-4-1-118-final-sources-
jar/io/netty/channel/kqueue/KQueueDomainDatagramChannelConfig.java
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1.216 musl 1.2.5-r10

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1.217 netty 4.1.118.Final

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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/SpmcAtomicUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscLinkedQueue.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpscLinkedUnpaddedQueue.java

* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/BaseLinkedAtomicUnpaddedQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscChunkedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpscUnboundedUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueueUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeJvmInfo.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscCompoundQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscGrowableArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscChunkedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpmcArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/counters/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashSet.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/MpscGrowableUnpaddedArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/PaddedAtomicLong.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseLinkedQueue.java
* /netty-common-4-1-118-final-sources-1-
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpmcUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/RangeUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/ConcurrentSequencedCircularUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscUnboundedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseSpscLinkedArrayQueue.java
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/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpscChunkedUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpscGrowableUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/Pow2.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/SpscChunkedAtomicUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashMapLong.java
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/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscLinkedQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SupportsIterator.java

* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscGrowableArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/MpscLinkedUnpaddedQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/SpscUnpaddedArrayQueue.java
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/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/MpscGrowableAtomicUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/unpadded/MpscUnboundedUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/BaseMpscLinkedAtomicUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/InternalAPI.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/package-info.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/MpmcAtomicUnpaddedArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/SpscLinkedAtomicUnpaddedQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/BaseSpscLinkedAtomicUnpaddedArrayQueue.java
*
/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java

* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/unpadded/package-info.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/CommonsLogger.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/InternalLogger.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/PriorityQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/UncheckedBooleanSupplier.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/EmptyPriorityQueue.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ReflectionUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ObjectCleaner.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/LongAdderCounter.java

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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/InternalThreadLocalMap.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/FastThreadLocal.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/NativeLibraryLoader.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ThreadDeathWatcher.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/DomainNameMapping.java

* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/AsciiString.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ResourceLeakHint.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Mapping.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/IntegerHolder.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/NativeLibraryUtil.java
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 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ResourceLeakDetectorFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ThrowableUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/OrderedEventExecutor.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/SocketUtils.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/OutOfDirectMemoryError.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ResourceLeakTracker.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/NonStickyEventExecutorGroup.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/EventExecutorChooserFactory.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/IntSupplier.java

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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Constant.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/EventExecutorGroup.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/GlobalEventExecutor.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/SucceededFuture.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/JdkLoggerFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/AbstractInternalLogger.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/PlatformDependent.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/SingleThreadEventExecutor.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultEventExecutorGroup.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/IllegalReferenceCountException.java
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/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/StringUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/InternalLogLevel.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Timeout.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/FailedFuture.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/CommonsLoggerFactory.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/TimerTask.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultEventExecutor.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Signal.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/BlockingOperationException.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/SystemPropertyUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/InternalLoggerFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/logging/Slf4JLoggerFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/NetUtil.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/DefaultAttributeMap.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Timer.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/MultithreadEventExecutorGroup.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/package-info.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ObjectPool.java
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/netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/Hidden.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ReferenceCountUpdater.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/svm/package-info.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/svm/CleanerJava6Substitution.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/AbstractScheduledEventExecutor.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/DefaultPriorityQueue.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/LongCounter.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ThreadProperties.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/HashingStrategy.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/TypeParameterMatcher.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/PendingWrite.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/AbstractEventExecutor.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ScheduledFutureTask.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultFutureListeners.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ProgressiveFuture.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/RecyclableArrayList.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ConstantPool.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/CompleteFuture.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ImmediateExecutor.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultPromise.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/Recycler.java
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 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/AbstractFuture.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/PromiseTask.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ProgressivePromise.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/GenericProgressiveFutureListener.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/Future.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/AppendableCharSequence.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/Promise.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ResourceLeakDetector.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/GenericFutureListener.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/ScheduledFuture.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ReferenceCounted.java
*
 /netty-common-4-1-118-final-sources-1-jar/io/netty/util/concurrent/DefaultThreadFactory.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/ReferenceCountUtil.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/ReadOnlyIterator.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/collection/ByteObjectHashMap.java
* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/collection/LongObjectMap.java
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* /netty-common-4-1-118-final-sources-1-jar/io/netty/util/internal/Cleaner.java

1.218 jakarta xml bind api 2.3.3

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1.219 hdrhistogram 2.1.9

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* /hdrhistogram-2-1-9-sources-jar/org/HdrHistogram/SingleWriterRecorder.java
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* /hdrhistogram-2-1-9-sources-jar/org/HdrHistogram/AtomicHistogram.java
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1.220 paranamer 2.5.1

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

* /paranamer-2-5-1-sources-1-jar/com/thoughtworks/paranamer/DefaultParanamer.java
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1.221 jetty 9.4.57.v20241219

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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.apache.tomcat:tomcat-jasper
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 org.apache.tomcat:tomcat-jasper-el
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 org.apache.tomcat:tomcat-util-scan
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1.222 netty-transport-native-kqueue 4.1.118.Final

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Found in path(s):
* /netty-transport-native-kqueue-4-1-118-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-kqueue/pom.xml
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Found in path(s):
* /netty-transport-native-kqueue-4-1-118-final-sources-jar/netty_kqueue_bsdsocket.c
* /netty-transport-native-kqueue-4-1-118-final-sources-jar/netty_kqueue_native.c
* /netty-transport-native-kqueue-4-1-118-final-sources-jar/netty_kqueue_eventarray.c
* /netty-transport-native-kqueue-4-1-118-final-sources-jar/netty_kqueue_eventarray.h
*
 /netty-transport-native-kqueue-4-1-118-final-sources-jar/netty_kqueue_bsdsocket.h

1.223 netty-resolver-dns-native-macos 4.1.118.Final

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* /netty-resolver-dns-native-macos-4-1-118-final-sources-jar/META-INF/maven/io.netty/netty-resolver-dns-native-macos/pom.xml
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* /netty-resolver-dns-native-macos-4-1-118-final-sources-jar/netty_resolver_dns_macos.c
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Found in path(s):
* /netty-resolver-dns-native-macos-4-1-118-final-sources-jar/dnsinfo.h

1.224 netty-transport-native-epoll 4.1.118.Final

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* /netty-transport-native-epoll-4-1-118-final-sources-jar/netty_epoll_native.c
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Found in path(s):
* /netty-transport-native-epoll-4-1-118-final-sources-jar/netty_epoll_linuxsocket.c
* /netty-transport-native-epoll-4-1-118-final-sources-jar/netty_epoll_linuxsocket.h
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* /netty-transport-native-epoll-4-1-118-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml
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Found in path(s):
* /netty-transport-native-epoll-4-1-118-final-sources-jar/netty_epoll_vmsocket.h

1.225 failureaccess 1.0.1

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Found in path(s):
* /failureaccess-1-0-1-sources-13-jar/com/google/common/util/concurrent/internal/InternalFutureFailureAccess.java
* /failureaccess-1-0-1-sources-13-jar/com/google/common/util/concurrent/internal/InternalFutures.java

1.226 ca-certificates-bundle 20241121-r2

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Found in path(s):
* /ca-bundle-master-zip/ca-bundle-master/certdata.txt
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Backup only

==========

This repository serves only as a backup to https://curl.se/docs/caextract.html.
That's the primary resource and site.

ca-bundle.crt
=============

The Mozilla CA bundle extracted and converted to PEM at regular intervals. See
the PEM file itself for the actual date of the latest Mozilla source change
that is included in converted file.

certdata.txt
============

This is the corresponding source file used as input to generate the ca bundle
output. Copied from the Mozilla source repository at the time the conversion
is done.

Commits before d718bef3c0c256d66466f496f11f7e1b5c88bd03 did not contain
certdata.txt. If you want the corresponding source for the ca bundle in an old
commit, then please refer to this table:

<details>
<summary>Click here to show or hide the table.</summary>

Commit	URL for corresponding source
7d228da8f3f05c0123d72f13db9de10ea6dee621	N/A
5a391619cb2490d3304a91c71e2fa338a0557f81	https://hg.mozilla.org/releases/mozilla-release/raw-file/66b7259580f45c2599eefae69f40dae55ef17e0a/security/nss/lib/ckfw/builtins/certdata.txt
f1d870d5da0d48d4cc31174f501b5190f01e6b8c	Same as the previous commit
2b45e5d67ded140f1be0bcc649fa88d3c231883e	Same as the previous commit
0a9e02c6fc9604cdf3807472a76b7af1e4260171	Same as the previous commit
f68eb7b9674cfafd78a581e85abd3438b70e5804	https://hg.mozilla.org/releases/mozilla-release/raw-file/e6aee77687d39f32cf2e76974fda5dd7d3353494/security/nss/lib/ckfw/builtins/certdata.txt
e9175fec5d0c4d42de24ed6d84a06d504d5e5a09	https://hg.mozilla.org/releases/mozilla-release/raw-file/cd52a7f8954809fd893196dc857f81b0cb61717c/security/nss/lib/ckfw/builtins/certdata.txt
b072e4efd42b8602855bba127586c42fcf4f73d5	https://hg.mozilla.org/releases/mozilla-release/raw-file/fbecd3b75a32805785ab6c04071ba22ff9e12f15/security/nss/lib/ckfw/builtins/certdata.txt
d82fc46afaf6478aaa22989bcc2202ba7b72ad71	https://hg.mozilla.org/releases/mozilla-release/raw-

file/784a4c059370ea7eb6bd3e5597b2cf60b01fff61/security/nss/lib/ckfw/builtins/certdata.txt |
| bff056d04b9e2c92ea8c83b2e39be9c8d0501039
| https://hg.mozilla.org/releases/mozilla-release/raw-
file/1864de1dd58496710df537ebf6a3cb7655be25cb/security/nss/lib/ckfw/builtins/certdata.txt |
| 86347ecbdc2277f365d02f0d208b822a214e012d | https://hg.mozilla.org/releases/mozilla-release/raw-
file/4c4aa555dbb768be28989e14577d408cc7963f36/security/nss/lib/ckfw/builtins/certdata.txt |
| 751ec767788ef26616dcc40c300c306a86076099 | Same as the previous commit
|
| 57d1a1632d82e365e67ebfd65550dda12812d478 | Same as the previous commit
|
| dfcc02c918b7bf40ed3a7f27a634c74ef4e80829 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/02e787b058edbc15355a89c61564661d34043d1c/security/nss/lib/ckfw/builtins/certdata.txt |
| a87bf7b88d735dc6fcbcdc116e4044d964cf389c | Same as the previous commit
|
| 7ba8a667420bd2e3ba32c34ae255deae6493fba7 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/236993bf136ebdcf87c2569e424a4c230b66123e/security/nss/lib/ckfw/builtins/certdata.txt |
| db7eb8a3e0c7b7fa39a6a78d5f8610ac26ccfadf | Same as the previous commit
|
| a9de2411cd1aec4eee49fc7905f09f923573cda8 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/725796b69ce57e5654d21bdd9bee131b57d141dd/security/nss/lib/ckfw/builtins/certdata.txt |
| 5cd5a2299379e6880134b0caf842aacdab9db727 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/4f753ccec3d08822b45bda237110074c6937e99e/security/nss/lib/ckfw/builtins/certdata.txt |
| d9785b19b9030c1a7985b614eb2cac428b346c0d | https://hg.mozilla.org/releases/mozilla-release/raw-
file/380093135a3bf54c6971595a0f4f945081484a38/security/nss/lib/ckfw/builtins/certdata.txt
|
| ae9e4be79a2be3f8b341ff6f24576bc78b0f9aad | https://hg.mozilla.org/releases/mozilla-release/raw-
file/28fadaace7bd2189a6c13db6765bf04048a41789/security/nss/lib/ckfw/builtins/certdata.txt |
| f0185186159dcfee874795a5861535e4ed596b56 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/40755aa80f41ee6df8995ae44044caf7a024b128/security/nss/lib/ckfw/builtins/certdata.txt |
| ca9dc7463c9ef5d4d19ed778c255da5f671e655c | https://hg.mozilla.org/releases/mozilla-release/raw-
file/54ee1aebd3927ea70f46398feffef7e869aae7e0/security/nss/lib/ckfw/builtins/certdata.txt |
| 2e3c764182fcfc170e9f8a99a6923bd28e674d39 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/e9f06fd63988182f9f79f223a295b57acf81cee8/security/nss/lib/ckfw/builtins/certdata.txt |
| acd399daddb0b72964324013f3acde222f3c0625 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/ea3b45ed3e04155184f4b85da43dc2328424f2d2/security/nss/lib/ckfw/builtins/certdata.txt |
| fa1e9f3dccfa995b2b9ed7478fe92d308fa634fa
| https://hg.mozilla.org/releases/mozilla-release/raw-
file/d7f1b0b90dcc2fd7b999cd8e1935ef4f1c6a8357/security/nss/lib/ckfw/builtins/certdata.txt |
| 449f554bb6853af5f6510601671f00ef5d1b93e6 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/2c9fa0eb1c2597fe5ee2a9f42a96e96618af51fd/security/nss/lib/ckfw/builtins/certdata.txt |
| 6067692770f1b7625c4039536ccaf23d0a49ee7f | https://hg.mozilla.org/releases/mozilla-release/raw-
file/50bba836b642b517fddd49b7f8f9e72ed0e0b677/security/nss/lib/ckfw/builtins/certdata.txt |
| 0afaa1b7f4ac157dcd9240c198dbc10fdba00c02 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/1d559668fc4795e6f1d426ecfa8fc86be0e91a82/security/nss/lib/ckfw/builtins/certdata.txt |
| 22eb23ed4198052d1e5405911c6d028be75c817c | https://hg.mozilla.org/releases/mozilla-release/raw-
file/e92c4aeac6c046e5f6e3954ffee9fcc9d19045dd/security/nss/lib/ckfw/builtins/certdata.txt |
| b27af886c380c59bbbf81afe7c186483184195a3 | https://hg.mozilla.org/releases/mozilla-release/raw-
file/ed839e4a302121a4105806c22023ad3a2cf60a98/security/nss/lib/ckfw/builtins/certdata.txt

|
2a33f9977cd5aa22fe91dbe8727e198298e53606	https://hg.mozilla.org/releases/mozilla-release/raw-file/a85986cd3e05efd8afd71ff5ad6409102deddfeb/security/nss/lib/ckfw/builtins/certdata.txt
fd0b671eefb2556ca8c2f45a0b4003df18bc6124	Same as the previous commit
6f9394f01a5adc6e11b145d787136cec6c0d4f49	Same as the previous commit
ed090aff3f6fd4e03f3e88ada8eae5fa48a262d4	Same as the previous commit
4a20d8c0705c78f588635eaa8a1fa9edf73b8c97	https://hg.mozilla.org/releases/mozilla-release/raw-file/0f8e8f595cdaa3c640eebbcf5a3c1640597d6fe5/security/nss/lib/ckfw/builtins/certdata.txt
2b15b55ea65cf6a5251fc14d778d5f39b512ba71	Same as the previous commit
a0e9c8e2956e1b79ded5f6fe7084884550a44550	https://hg.mozilla.org/releases/mozilla-release/raw-file/d712f161492e6534aa05dbc7b71f58ee4431d6c4/security/nss/lib/ckfw/builtins/certdata.txt
2554eb9e77bde6e5030217ced250ca21b5bc344b	https://hg.mozilla.org/releases/mozilla-release/raw-file/326adbc7882af5850e30faecaca4a5f2eb3e4ac5/security/nss/lib/ckfw/builtins/certdata.txt
1c78e2ab91957d4847913c4cdd0625d62b58c6a7	https://hg.mozilla.org/releases/mozilla-release/raw-file/b608bef3805d31d583e719314ce55152a6724cf5/security/nss/lib/ckfw/builtins/certdata.txt
59e7c349caebdbd90e7f9d7f06be066933425a6f	https://hg.mozilla.org/releases/mozilla-release/raw-file/93720442b571341fd67dd76b50dd4ae73226e10a/security/nss/lib/ckfw/builtins/certdata.txt
8b263a18fca98ea371e54227837321c5cdaa1ba7	https://hg.mozilla.org/releases/mozilla-release/raw-file/db0157931387a232eba6ed90247b0cb89671cbed/security/nss/lib/ckfw/builtins/certdata.txt
0f9691f953dd3dd7b4d88a8f9069b9af71f6c668	Same as the previous commit
edd798d35abc8cc32519b08b3d8485780bb0fd20	https://hg.mozilla.org/releases/mozilla-release/raw-file/ed80dc53fca3452420400edd349b01600bc9a475/security/nss/lib/ckfw/builtins/certdata.txt
74bfa39fdcacc2072ef9ab9bab6776002ea322a4	https://hg.mozilla.org/releases/mozilla-release/raw-file/4d6bd444b886615f85e86f29598551048d2690a7/security/nss/lib/ckfw/builtins/certdata.txt
39c6ac0550873e5c9214f265a1d0d9876c64c669	https://hg.mozilla.org/releases/mozilla-release/raw-file/879ef40783f7255764ac9f401757c726a6c387c6/security/nss/lib/ckfw/builtins/certdata.txt
7bbb8cfe6b9d5e1711584c3adb7fdc50c7471b50	https://hg.mozilla.org/releases/mozilla-release/raw-file/c8f0f5eb3ec78cab045d24ba2ed359ebbe09f56e/security/nss/lib/ckfw/builtins/certdata.txt
7f33e7eb8472dbcf31fdcf50cd216c89a282825d	https://hg.mozilla.org/releases/mozilla-release/raw-file/f478b87846055e0e762d5493d26efab821091ce9/security/nss/lib/ckfw/builtins/certdata.txt
b2f7415648411b6fd7c298c6c92d6552f0165f60	https://hg.mozilla.org/releases/mozilla-release/raw-file/92f6d58167e0e0afd56305c9975b89134dd0424d/security/nss/lib/ckfw/builtins/certdata.txt
8bcd1092d29849d9fe0a3261ab3bb875eb410694	https://hg.mozilla.org/releases/mozilla-release/raw-file/7d8e7a75db1e1489fa6b112be71b458ea028453b/security/nss/lib/ckfw/builtins/certdata.txt
3aaca635bad074a0ce5c15fa8aa0dff47f5c639a	https://hg.mozilla.org/releases/mozilla-release/raw-file/238ea457a20e22e269b95456d4dc47abf8bb8263/security/nss/lib/ckfw/builtins/certdata.txt
68844bbac67c0a2513165f4024c238cbb0b7ec64	https://hg.mozilla.org/releases/mozilla-release/raw-file/f741b9b7161bdda9aa4dfc1bef67afcfbfa2c956/security/nss/lib/ckfw/builtins/certdata.txt
bef37a977ccb45fb4c1b213b79dd6ba438077561	https://hg.mozilla.org/releases/mozilla-release/raw-

file/bb22fcd79ecfaccff57cf9814e6b62a758db6f43/security/nss/lib/ckfw/builtins/certdata.txt |
c5a419971b1bec220368c619aaafd0b818aa119f	https://hg.mozilla.org/releases/mozilla-release/raw-file/163c38ee7a7a13a344e7fe15b75d86e6c5212ae0/security/nss/lib/ckfw/builtins/certdata.txt
ae77ab685577d4f455d52cda7877bafe5d06a1d0	https://hg.mozilla.org/releases/mozilla-release/raw-file/ce4c4f72a97d4ef2a387d39bfe964c8a13f05d2c/security/nss/lib/ckfw/builtins/certdata.txt
f3d27c23c986e495dcd98eed8f1e72a4919300ec	https://hg.mozilla.org/releases/mozilla-release/raw-file/b8ea2342548b8571e58f9176d9555ccdb5ec199f/security/nss/lib/ckfw/builtins/certdata.txt

</details>

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conversion
==========
We use
 mk-ca-bundle.pl from curl:

 https://github.com/curl/curl/blob/master/scripts/mk-ca-bundle.pl

Found in path(s):
* /ca-bundle-master-zip/ca-bundle-master/README.md

1.227 alpine-baselayout 3.7.0-r0

1.227.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"
```

```
_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
build() {
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
```

```
 || return 1
 make || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

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# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""

```
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
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_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

build() {
 cd "$builddir"
 python3 setup.py build || return 1
}

```
package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf  flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73  flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
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```
mini_sendmail - accept email on behalf of real sendmail

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1.229 jcl-over-slf4j 2.0.17

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

****

---
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Mesa 3-D
graphics library

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

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xwd v1.0.7

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The Unicode Standard, Unicode Character Database, Version 13.0.0

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

****

---
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graphics library

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

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

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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

Oracle OpenJDK

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* java.sun.security.ssl

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

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These artifacts replace/modify OpenJDK classes. The modifications
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Version 3.1, 31 March 2009

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/* Use the Sequent Symmetry assembler syntax.  */

/* Define the syntax of pseudo-ops, labels and comments.  */

/* Prefix for internally generated assembler
 labels.  If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
```

```
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
```

#endif

#endif /* __VTV_H__ */
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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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1.242 jctools-core 4.0.5

1.242.1 Available under license :

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

<name>Apache License, Version 2.0</name>

<url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>

Found in path(s):
* /jctools-core-4-0-5-6-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Bnd-LastModified: 1717253512851
Build-Jdk-Spec: 1.8
Bundle-Description: Java Concurrency Tools Core Library
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Java Concurrency Tools Core Library
Bundle-SymbolicName: org.jctools.core
Bundle-Version: 4.0.5
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: org.jctools.maps;version="4.0.5",org.jctools.util;vers
ion="4.0.5";uses:="sun.misc",org.jctools.queues;version="4.0.5",org.j
ctools.queues.atomic;version="4.0.5";uses:="org.jctools.queues",org.j
ctools.queues.atomic.unpadded;version="4.0.5";uses:="org.jctools.queu
es",org.jctools.queues.unpadded;version="4.0.5";uses:="org.jctools.qu
eues",org.jctools.counters;version="4.0.5"
Import-Package: sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
*
/jctools-core-4-0-5-6-jar/META-INF/MANIFEST.MF

1.243 apk-tools 2.14.9-r2

1.243.1 Available under license :

# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"

```
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
```

```
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
```

```
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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```
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HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
SUCH DAMAGE.
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}
```

```
sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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Parts Copyright (c) 1995 by C. Blanc and C. Schlick
The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl

```
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
```

```
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
```

```
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {        \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
```

```
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
```

```
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
```

```
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
```

```
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
```

```
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
```

```
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
```

```
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
```

```
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)  \
 if (*(head)->tqh_last != NULL)    \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)    \
 if ((elm)->field.tqe_next &&    \
    (elm)->field.tqe_next->field.tqe_prev !=  \
    &(elm)->field.tqe_next)    \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__);   \
 if (*(elm)->field.tqe_prev != (elm))   \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)  \
 if ((elm)->field.tqe_next == NULL &&   \
    (head)->tqh_last != &(elm)->field.tqe_next)  \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)   \
 (elm)->field.tqe_next = (void *)1L;   \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {     \
 (head)->tqh_first = TAILQ_END(head);   \
 (head)->tqh_last = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {  \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =  \
     &(elm)->field.tqe_next;   \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);    \
 (elm)->field.tqe_prev = &(head)->tqh_first;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
```

```
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
```

```
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))
```

```
#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
```

```
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
```

```
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {	\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);	\
 (elm)->field.cqe_prev = (head)->cqh_last;	\
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm);		\
 else		\
  (head)->cqh_last->field.cqe_next = (elm);	\
 (head)->cqh_last = (elm);		\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {		\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)	\
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))	\
  (head)->cqh_last = (elm)->field.cqe_prev;	\
 else		\
  (elm)->field.cqe_next->field.cqe_prev =	\
      (elm)->field.cqe_prev;		\
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm)->field.cqe_next;	\
 else		\
  (elm)->field.cqe_prev->field.cqe_next =	\
      (elm)->field.cqe_next;		\
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)	\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)		\
 for ((var) = ((head)->cqh_first);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)	\
 for ((var) = ((head)->cqh_last);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
```

```
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif
```

```
#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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Version 2, June 1991

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# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

```
prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```

```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
```

```
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
```

```
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else        \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
```

```
{       \
 name##_SPLAY_MINMAX(head, val);    \
      return (SPLAY_ROOT(head));    \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {      \
    int __comp;       \
    name##_SPLAY(head, elm);    \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {    \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);     \
  return (NULL);      \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
```

```
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);       \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
         \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/         \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
```

```
{       \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
```

```
    (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif
```

```
#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
```

```
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
```

```
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
         \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
```

```
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}       \
if
```

```
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
```

```
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
if (color == RB_BLACK)      \
 name##_RB_REMOVE_COLOR(head, parent, child);  \
return (old);       \
}        \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
```

```
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}        \
```

```
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
```

```
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
```

```
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#endif /* _SYS_TREE_H_ */
```

1.244 musl-utils 1.2.5-r10

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

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Version 3.1, 31 March 2009

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/* Use the Sequent Symmetry assembler syntax.  */

/* Define the syntax of pseudo-ops, labels and comments.  */

/* Prefix for internally generated assembler
 labels.  If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */
```

```
#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this.  These are
   used as arguments to the function __VLTChangePermission, declared
   below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
```

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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<http://www.gnu.org/licenses/>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
 labels. If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size. */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */

/* Define the syntax of labels and symbol definitions/declarations. */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

```
/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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```

```
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  License along with this program; if not, write to the Free Software
  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
```

```
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
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```

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
```

```
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
```

```
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
```

```
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
```

```
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
```

```
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
```

```
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
```

```
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
```

```
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
```

```
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
```

```
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
```

```
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))



#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
```

```
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
```

```
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
```

```
 (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
```

```
 (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
```

```
# Contributor: Francesco Colista <fcolista@alpinelinux.org>
# Maintainer: Bart Ribbers <bribbers@disroot.org>
pkgname=qt5-qtsensors
pkgver=5.15.10_git20230424
pkgrel=1
_module="${pkgname#qt5-}"
_pkgver=45c04582b15a9bb4be01ae99aa7fda1bbba7d0df
_fullname=$_module-$_pkgver
pkgdesc="+The Qt Sensors API provides access to sensor hardware via QML and C++"
url="https://www.qt.io/developers/"
arch="all !armhf" # armhf blocked by qt5-qtdeclarative
license="LGPL-2.1-only AND LGPL-3.0-only AND GPL-3.0-only AND Qt-GPL-exception-1.0"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
```

```
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
```

```
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
```

```
#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
```

```
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {        \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }         \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}         \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{         \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
```

```
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
 void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
```

```
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKLEFT(head, __right, field);  \
   } else if (__comp > 0) {    \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL)    \
     break;     \
    if (__comp > 0) {    \
     SPLAY_ROTATE_LEFT(head, __tmp, field); \
     if (SPLAY_RIGHT((head)->sph_root,
  field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKRIGHT(head, __left, field);  \
   }       \
  }       \
  SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
 }

 #define SPLAY_NEGINF -1
 #define SPLAY_INF 1

 #define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
 #define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
 #define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
 #define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
 #define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
 #define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

 #define SPLAY_FOREACH(x, name, head)     \
  for ((x) = SPLAY_MIN(name, head);    \
       (x) != NULL;      \
       (x) = SPLAY_NEXT(name, head, x))

 /* Macros that define a red-black tree */
 #define RB_HEAD(name, type)      \
 struct name {        \
  struct type *rbh_root; /* root of the tree */   \
 }

 #define RB_INITIALIZER(root)      \
  {
  NULL }
```

```
#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
```

```
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \
```

```
/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
```

```
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
```

```
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
```

```
else {       \
 struct type *left;     \
 elm = RB_RIGHT(elm, field);    \
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
```

```
  else      \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
```

```
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
```

```
 else {       \
  while (RB_PARENT(elm, field) &&   \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
   elm = RB_PARENT(elm, field);  \
  elm = RB_PARENT(elm, field);   \
 }       \
}       \
return (elm);       \
}       \
       \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{       \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
     (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
      (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}       \
       \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}
```

```
#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

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mini_sendmail - accept email on behalf of real sendmail

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1.248 alpine-release 3.22.0-r0

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
```

```
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
```

```
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
```

```
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif
```

```
#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
```

```
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
```

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 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
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    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
```

```
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))
```

```
#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
```

```
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
```

```
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
```

```
    &(elm)->field.tqe_next)     \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
```

```
 *(head1)->tqh_last = (head2)->tqh_first;  \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last;   \
 TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {    \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
```

```
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
```

```
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
```

```
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
```

```
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
```

```
    ? ((head)->cqh_first)     \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_last)     \
    :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
```

```
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)      \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
```

```
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
```

```
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;      \
    name##_SPLAY(head, elm);    \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {     \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {    \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);     \
  return (NULL);      \
}        \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {     \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }      \
  return (elm);     \
 }       \
 return (NULL);      \
}        \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;      \
```

```
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
```

```
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKLEFT(head, __right, field);  \
   } else if (__comp > 0) {    \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL)    \
     break;     \
    if (__comp > 0) {    \
     SPLAY_ROTATE_LEFT(head, __tmp, field); \
     if (SPLAY_RIGHT((head)->sph_root,
  field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKRIGHT(head, __left, field);  \
   }       \
  }       \
  SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
 }

 #define SPLAY_NEGINF -1
 #define SPLAY_INF 1

 #define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
 #define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
 #define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
 #define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
 #define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
 #define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

 #define SPLAY_FOREACH(x, name, head)     \
  for ((x) = SPLAY_MIN(name, head);    \
       (x) != NULL;      \
       (x) = SPLAY_NEXT(name, head, x))

 /* Macros that define a red-black tree */
 #define RB_HEAD(name, type)      \
 struct name {        \
  struct type *rbh_root; /* root of the tree */   \
 }

 #define RB_INITIALIZER(root)      \
  {
  NULL }

 #define RB_INIT(root) do {      \
```

```
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
```

```
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
```

```
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
```

```
 }      \
 }      \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}       \
       \
attr void       \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
```

```
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
 = RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }       \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
```

```
 struct type *left;     \
 elm = RB_RIGHT(elm, field);    \
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
```

```
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
```

```
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
```

```
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
```

```
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
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```

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```
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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```
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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

1.249 libapk2 2.14.9-r2

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Version 2, June 1991

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1.250 ssl-client 1.37.0-r18

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1.251 busybox 1.37.0-r18

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*

```
*/
```

Found in path(s):
* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/bbsuid.c
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```
/*
* depmod - generate modules.dep
* Copyright (c) 2008 Bernhard Reutner-Fischer
- * Copyrihgt (c) 2008 Timo Teras <timo.teras@iki.fi>
+ * Copyrihgt (c) 2008-2015 Timo Teras <timo.teras@iki.fi>
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@@ -25,6 +25,24 @@
#include "modutils.h"
#include <sys/utsname.h> /* uname() */

+#define INDEX_MINCHAR 32
+#define INDEX_MAXCHAR 128
+
+typedef struct index_node {
+ char *prefix;
+ llist_t *values;
+ struct index_node *children[INDEX_MAXCHAR-INDEX_MINCHAR];
+} index_node;
+
+struct globals {
+ module_db db;
+ index_node *root_node;
+} FIX_ALIASING;
+#define G (*ptr_to_globals)
+#define INIT_G() do { \
+ SET_PTR_TO_GLOBALS(xzalloc(sizeof(G))); \
+} while (0)
+
/*
* Theory of operation:
* - iterate over all modules and record their full path
@@ -53,18 +71,12 @@ static int FAST_FUNC parse_module(struct recursive_state
 *state,

for (ptr = image; ptr < image + len - 10; ptr++) {
if (is_prefixed_with(ptr, "depends=")) {
-   char *u;
-
ptr += 8;
-   for (u = ptr; *u; u++)
```

```
-    if (*u == '-')
-     *u = '_';
-   ptr += string_to_llist(ptr, &e->deps, ",");
+   string_to_llist(replace_underscores(ptr), &e->deps, ",");
} else if (ENABLE_FEATURE_MODUTILS_ALIAS
&& is_prefixed_with(ptr, "alias=")
) {
-   llist_add_to(&e->aliases, xstrdup(ptr + 6));
-   ptr += strlen(ptr);
+   llist_add_to(&e->aliases, replace_underscores(xstrdup(ptr + 6)));
} else if (ENABLE_FEATURE_MODUTILS_SYMBOLS
&& is_prefixed_with(ptr, "__ksymtab_")
) {
@@ -74,9 +86,10 @@ static int FAST_FUNC parse_module(struct recursive_state *state,
) {
continue;
}
-   llist_add_to(&e->symbols, xstrdup(ptr));
-   ptr += strlen(ptr);
-  }
+   llist_add_to(&e->symbols, xasprintf("symbol:%s", ptr));
+  } else
+   continue;
+  ptr += strlen(ptr);
}
free(image);

@@ -108,12 +121,6 @@ static void order_dep_list(module_db *modules, module_entry *start, llist_t
 *add
}
}

-static void xfreopen_write(const char *file, FILE *f)
-{
- if (freopen(file, "w", f) == NULL)
-  bb_perror_msg_and_die("can't open '%s'", file);
-}
-
//usage:#if !ENABLE_MODPROBE_SMALL
//usage:#define depmod_trivial_usage "[-n] [-b BASE] [VERSION] [MODFILES]..."
//usage:#define depmod_full_usage "\n\n"
@@ -167,6 +174,169 @@ enum {
OPT_C = (1 << 9), /* -C,--config etc_modules_conf: ignored */
```

Found in path(s):
* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/0018-depmod-support-generating-kmod-binary-index-files.patch

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Found in path(s):
* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/0024-umount-Implement-O-option-to-unmount-by-mount-option.patch

1.252 alpine-baselayout-data 3.7.0-r0

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```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
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pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
```

```
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
build() {
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
 make || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
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```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends="   "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
```

```
 make && make test || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430  BSD-Resource-1.2909.tar.gz"
```

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```
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pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

build() {
 cd "$builddir"
 python3 setup.py build || return 1
}

package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf  flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73  flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
  flake8-copyright-0.2.0.tar.gz"
```

mini_sendmail - accept email on behalf of real sendmail

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1.253 metrics 4.2.32

1.253.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics
Build-Jdk-Spec: 17
Bundle-Description: Metrics is a Java library which gives you unparall
eled insight into what your code does in production. Metrics p
rovides a powerful toolkit of ways to measure the behavior of critica
l components in your production environment.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Core
Bundle-SymbolicName: io.dropwizard.metrics.core
Bundle-Version: 4.2.32
Created-By: Apache Maven Bundle Plugin 5.1.9
Export-Package: com.codahale.metrics;uses:="org.slf4j";version="4.2.32
"
Implementation-Title: Metrics Core
Implementation-Version: 4.2.32
Import-Package: org.slf4j;version="[1.6.0,2.0.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

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

1.254 jaxb-api 2.3.1

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1.258 commons-fileupload 1.6.0

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1.259 kafka-clients 3.9.1

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 /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MemTableInfo.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractEventListener.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/WriteBufferManager.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/IngestExternalFileOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/WriteBatchWithIndex.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ColumnFamilyHandle.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/FlushReason.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactionPriority.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/EventListener.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ColumnFamilyOptionsInterface.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/PersistentCache.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/util/BytewiseComparator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/RestoreOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/RocksCallbackObject.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/FileOperationInfo.java
*
 /rocksdbjni-10-2-1-sources-jar/org/rocksdb/OptionsUtil.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/NativeComparatorWrapper.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ComparatorType.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Cache.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/StatisticsCollectorCallback.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TimedEnv.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Env.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TraceOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractCompactionFilter.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractTransactionNotifier.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/RocksIterator.java

* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/OptimisticTransactionOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/SstFileReader.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactionReason.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ColumnFamilyMetaData.java
*
/rocksdbjni-10-2-1-sources-jar/org/rocksdb/WalProcessingOption.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MemoryUsageType.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ComparatorOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Filter.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/FlushOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/WBWIRocksIterator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/IndexType.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactionJobStats.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/util/SizeUnit.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/SstFileMetaData.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableFileCreationInfo.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/OptionString.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Priority.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractComparator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/LogFile.java
*
/rocksdbjni-10-2-1-sources-jar/org/rocksdb/RocksMemEnv.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractComparatorJniBridge.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/LiveFileMetaData.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TransactionDB.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/PlainTableConfig.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactRangeOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MutableColumnFamilyOptionsInterface.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/OptimisticTransactionDB.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/DBOptionsInterface.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactionStyle.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/RocksDB.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/WriteBatch.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompressionType.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractTraceWriter.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableFormatConfig.java
*
/rocksdbjni-10-2-1-sources-jar/org/rocksdb/Status.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Checkpoint.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ExternalFileIngestionInfo.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MutableColumnFamilyOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/StatsCollectorInput.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableFileCreationReason.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractCompactionFilterFactory.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/WriteStallInfo.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/BackupEngineOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/DBOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/BackgroundErrorReason.java

* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Transaction.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TxnDBWritePolicy.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AdvancedColumnFamilyOptionsInterface.java
*
 /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableFileCreationBriefInfo.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ThreadStatus.java
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/**
  * Sets the stats level.
  *
  * @param statsLevel The stats level to set.
  */

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Statistics.java
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Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/GetStatus.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ConcurrentTaskLimiter.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ImportColumnFamilyOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ByteBufferGetStatus.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TablePropertiesCollectorFactory.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/util/ByteUtil.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/SanityLevel.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/HyperClockCache.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ExportImportFilesMetaData.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/PerfContext.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/PerfLevel.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/PrepopulateBlobCache.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ConfigOptions.java
*
 /rocksdbjni-10-2-1-sources-jar/org/rocksdb/util/BufferUtil.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ConcurrentTaskLimiterImpl.java
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Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/StringAppendOperator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MergeOperator.java

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Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/LoggerType.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractImmutableNativeReference.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/LoggerInterface.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractNativeReference.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/RocksMutableObject.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/Holder.java
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/**
   * Get StatsLevel by byte value.
   *
   * @param value byte representation of StatsLevel.
   *
   * @return {@link org.rocksdb.StatsLevel} instance.
   * @throws java.lang.IllegalArgumentException if an invalid
   *   value is provided.
   */

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/StatsLevel.java
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Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/SkipListMemTableConfig.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/VectorMemTableConfig.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TransactionLogIterator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/HashSkipListMemTableConfig.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableFilter.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MutableDBOptionsInterface.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MutableOptionKey.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractMutableOptions.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/MutableOptionValue.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/SizeApproximationFlag.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/InfoLogLevel.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CompactionStopStyle.java
*
 /rocksdbjni-10-2-1-sources-jar/org/rocksdb/NativeLibraryLoader.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractTableFilter.java

* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TableProperties.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/util/Environment.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/HashLinkedListMemTableConfig.java
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Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CassandraValueMergeOperator.java
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/CassandraCompactionFilter.java
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/**
* Slices are used by RocksDB to provide
* efficient access to keys and values.
* <p>
* This class is package private, implementers
* should extend either of the public abstract classes:
* @see org.rocksdb.Slice
* @see org.rocksdb.DirectSlice
*
* Regards the lifecycle of Java Slices in RocksDB:
* At present when you configure a Comparator from Java, it creates an
* instance of a C++ BaseComparatorJniCallback subclass and
* passes that to RocksDB as the comparator. That subclass of
* BaseComparatorJniCallback creates the Java
* @see org.rocksdb.AbstractSlice subclass Objects. When you dispose
* the Java @see org.rocksdb.AbstractComparator subclass, it disposes the
* C++ BaseComparatorJniCallback subclass, which in turn destroys the
* Java @see org.rocksdb.AbstractSlice
subclass Objects.
*/
/**
* Returns the data of the slice.
*
* @return The slice data. Note, the type of access is
* determined by the subclass
* @see org.rocksdb.AbstractSlice#data0(long)
*/
/**
* If other is a slice object, then
* we defer to {@link #compare(AbstractSlice) compare}
* to check equality, otherwise we return false.
*
* @param other Object to test for equality

```
 *
 * @return true when {@code this.compare(other) == 0},
 *   false otherwise.
 */
```

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/AbstractSlice.java
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```
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/**
   * The wait time for db mutex.
   *
   * Disabled by default. To enable it set stats level to {@link StatsLevel#ALL}
   */
```

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/TickerType.java
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```
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/**
 * Timestamp of operation. Read should return the latest data visible to the
 * specified timestamp. All timestamps of the same database must be of the
 * same length and format. The user is responsible for providing a customized
 * compare function via Comparator to order {@code <key, timestamp>} tuples.
 * For iterator, {@code iter_start_ts} is the lower bound (older) and timestamp
 * serves as the upper bound. Versions of the same record that fall in
 * the timestamp range will be returned. If iter_start_ts is nullptr,
 * only the most recent version visible to timestamp is returned.
 * The user-specified timestamp feature is still under active development,
 * and the API is subject to change.
 * <p>
 * Default: null
 * @see #setIterStartTs(AbstractSlice)
  * @param timestamp Slice representing the timestamp
 * @return the reference to the current ReadOptions.
 */
```

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/ReadOptions.java
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```
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/**
```

```
 * Called from JNI to construct a new Java DirectSlice
 * without an underlying C++ object set
 * at creation time.
 * <p>
 * Note: You should be aware that it is intentionally marked as
 * package-private. This is so that developers cannot construct their own
 * default DirectSlice objects (at present). As developers cannot construct
 * their own DirectSlice objects through this, they are not creating
 * underlying C++ DirectSlice objects, and so there is nothing to free
 * (dispose) from Java.
 */
```

Found in path(s):
* /rocksdbjni-10-2-1-sources-jar/org/rocksdb/DirectSlice.java

1.261 jetty-client 12.0.13

1.261.1 Available under license :

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```
// This program and the accompanying materials are made available under the
// terms of the Eclipse Public License v. 2.0 which is available at
// https://www.eclipse.org/legal/epl-2.0, or the Apache License, Version 2.0
```

Found in path(s):
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ByteBufferRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Socks5.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/BufferingResponseListener.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Request.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/internal/HttpReceiverOverHTTP.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpRequestException.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AbstractHttpClientTransport.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/SPNEGOAuthentication.java
*
 /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/EarlyHintsProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/module-info.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpRequest.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/WWWAuthenticationProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/OutputStreamRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/PathRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ContentResponse.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AuthenticationProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpClientTransportDynamic.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AbstractConnectorHttpClientTransport.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/internal/HttpConnectionOverHTTP.java
*

/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpSender.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Connection.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpClientTransport.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/internal/HttpChannelOverHTTP.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/internal/HttpSenderOverHTTP.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProxyConfiguration.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/BytesRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpChannel.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpClient.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/MultiplexConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/jmx/HttpClientMBean.java
*
/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ValidatingConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProxyAuthenticationProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpExchange.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpConversation.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/StringRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpReceiver.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpConnection.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpResponseException.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AuthenticationStore.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Response.java
*
/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/DigestAuthentication.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpRedirector.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Socks5Proxy.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/GZIPContentDecoder.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/internal/HttpAuthenticationStore.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpDestination.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpUpgrader.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/internal/HttpContentResponse.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ContinueProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/RequestListeners.java
*
/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/internal/ProtocolHttpUpgrader.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpResponse.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpClientConnectionFactory.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/IConnection.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/SendFailure.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/UpgradeProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AbstractConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/HttpClientTransportOverHTTP.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/FormRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/MultiPartRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ContentDecoder.java
*

/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AbstractAuthentication.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/AsyncRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Result.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProtocolHandlers.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Socks4Proxy.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/InputStreamResponseListener.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/CompletableResponseListener.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/HttpProxy.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/BasicAuthentication.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Authentication.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Origin.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/internal/TunnelRequest.java
*
/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProcessingProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/RedirectProtocolHandler.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/Destination.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/RandomConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ProxyProtocolClientConnectionFactory.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/transport/ResponseListeners.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/FutureResponseListener.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/InputStreamRequestContent.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/RoundRobinConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/internal/NotifyingRequestListeners.java
*
/jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/DuplexConnectionPool.java
* /jetty-client-12-0-13-sources-2-jar/org/eclipse/jetty/client/ContentSourceRequestContent.java

1.262 kafka-streams 3.9.1

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53 **Group:**
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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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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.266 libcrypto3 3.5.1-r0

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1.267 activation-api 1.2.2

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

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Source Code

The project maintains the following source code repositories:

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

Third-party Content

This project leverages the following third party content.

JUnit (4.12)

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