Open Source Used In Cisco Diagnostic Bridge - Test Robert 1.9.3
test

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

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1.35 system-threading-tasks-extensions 4.5.2

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

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By Sean Eron Anderson
seander@cs.stanford.edu
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/* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.11, January 15th, 2017

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1.43 microsoft-aspnetcore-cryptography-keyderivation 2.1.1

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1.44 system-security-accesscontrol 4.4.0

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

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1.45 system-runtime-serialization-primitives

4.1.1

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**1.47 microsoft-aspnet-webapi-client 5.2.6**

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1.48 runtime-fedora-24-x64-runtime-native-system-security-cryptography-openssl 4.3.2

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

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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1.58 pagedown 1.1.0

1.59 system-text-encoding-extensions 4.0.11

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

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    {
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        /// When overridden in a derived class, gets the license key granted to this component.</summary>
        public abstract string LicenseKey { get; }

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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title: Specifying the WiX Standard Bootstrapper Application License
layout: documentation
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When using a WixStdBA theme that displays the RTF license, it is highly recommended that the license is overridden because the default uses "Lorem ipsum" placeholder text. The following example uses a license.rtf file found in the `&quot;path\to&quot;` folder relative to the linker bind paths.

```xml
&lt;?xml version=&quot;1.0&quot;?&gt;
&lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi"
```
The following example links to a license page on the internet.

```xml
&lt;?xml version=&quot;1.0&quot;?&gt;
&lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi&quot;
xmlns:bal=&quot;http://schemas.microsoft.com/wix/BalExtension&quot;&gt;
&lt;Bundle&gt;
    &lt;BootstrapperApplicationRef Id=&quot;WixStandardBootstrapperApplication.HyperlinkLicense&quot;&gt;
        &lt;bal:WixStandardBootstrapperApplication LicenseUrl=&quot;http://example.com/license.html&quot; LogoFile=&quot;path\to\customlogo.png&quot;/&gt;
    &lt;/BootstrapperApplicationRef&gt;
    ...
&lt;/Bundle&gt;
&lt;/Wix&gt;
```

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

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1.77 system-xml-xpath-xmldocument 4.0.1

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1.86 microsoft-csharp 4.5.0

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<?xml version="1.0" encoding="utf-8"?>
<!--
Description:  a feed with two atom:contributor elements
Expect:       !Error
-->

<feed xmlns="http://www.w3.org/2005/Atom">
  <title>Example Feed</title>
  <link href="http://contoso.com/"/>
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <contributor>
    <name>John Smith</name>
  </contributor>
  <contributor>
    <name>input name</name>
  </contributor>
  <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

  <entry>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03"/>
    <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>
  </entry>

</feed>

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using Microsoft.Win32;
using System;
using System.Diagnostics;
using System.Security.Permissions;

namespace System.ComponentModel
{
    /// <summary>
    /// Provides the <see langword='abstract'/> base class for all licenses. A license is

/// granted to a specific instance of a component.</para>
/// </summary>
public abstract class License : IDisposable {
    /// <summary>
    /// When overridden in a derived class, gets the license key granted to this component.</para>
    /// </summary>
    public abstract string LicenseKey { get; };
    /// <summary>
    /// When overridden in a derived class, releases the license.</para>
    /// </summary>
    public abstract void Dispose();
}

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using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;
namespace System.Diagnostics {
    internal static partial class ProcessManager {
        /// <summary>Gets process infos for each process on the specified machine.</summary>
        /// <param name="machineName">The target machine.</param>
        /// <returns>An array of process infos, one per found process.</returns>
        public static ProcessInfo[] GetProcessInfos(string machineName) {
            ThrowIfRemoteMachine(machineName);
            int[] procIds = GetProcessIds(machineName);

            // Iterate through all process IDs to load information about each process
            var processes = new List<ProcessInfo>(procIds.Length);
            foreach (int pid in procIds) {
                ProcessInfo pi = CreateProcessInfo(pid);
                if (pi != null) {
                    processes.Add(pi);
                }
            }

            return processes.ToArray();
        }
    }
}
/// <summary>Gets an array of module infos for the specified process.</summary>
/// <param name="processId">The ID of the process whose modules should be enumerated.</param>
/// <returns>The array of modules.</returns>
internal static ProcessModuleCollection GetModules(int processId)
{
    // We don't have a good way of getting all of the modules of the particular process,
    // but we can at least get the path to the executable file for the process, and
    // other than for debugging tools, that's the main reason consumers of Modules care about it,
    // and why MainModule exists.
    try
    {
        string exePath = GetProcPath(processId);
        if (!string.IsNullOrEmpty(exePath))
        {
            return new ProcessModuleCollection(1)
            {
                new ProcessModule()
                {
                    FileName = exePath,
                    ModuleName = Path.GetFileName(exePath)
                }
            };
        }
    }
    catch { } // eat all errors
    return new ProcessModuleCollection(0);
}

<?xml version="1.0" encoding="utf-8"?>
<!--
Description: a source with two atom:contributor elements produces no error
Expect: !Error
-->
<feed xmlns="http://www.w3.org/2005/Atom">
<title>Example Feed</title>
<link href="http://contoso.com"/>
<updated>2003-12-13T18:30:02Z</updated>
<author>
    <name>Author Name</name>
</author>
<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

<entry>
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Process[] procs = GetProcesses(machineName);
var list = new List<Process>();

for (int i = 0; i < procs.Length; i++)
{
    if (string.Equals(processName, procs[i].ProcessName, StringComparison.OrdinalIgnoreCase))
    {
        list.Add(procs[i]);
    }
    else
    {
        procs[i].Dispose();
    }
}

return list.ToArray();

/// <summary>
/// Gets or sets which processors the threads in this process can be scheduled to run on.
/// </summary>
private unsafe IntPtr ProcessorAffinityCore
{
    get
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
    set
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
}

/// <summary>
/// Make sure we have obtained the min and max working set limits.
/// </summary>
private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // Minimum working set (or resident set, as it is called on *nix) doesn't exist so set to 0
    minWorkingSet = IntPtr.Zero;

    // Get the max working set size
Interop.Sys.RLimit limit;
if (Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limit) == 0)
{
    maxWorkingSet = limit.CurrentLimit == Interop.Sys.RLIM_INFINITY ?
        new IntPtr(Int64.MaxValue) :
        new IntPtr(Convert.ToInt64(limit.CurrentLimit));
}
else
{
    // The contract specifies that this throws Win32Exception when it failes to retrieve the info
    throw new Win32Exception();
}

/// <summary>Sets one or both of the minimum and maximum working set limits.</summary>
/// <param name="newMin">The new minimum working set limit, or null not to change it.</param>
/// <param name="newMax">The new maximum working set limit, or null not to change it.</param>
/// <param name="resultingMin">The resulting minimum working set limit after any changes applied.</param>
/// <param name="resultingMax">The resulting maximum working set limit after any changes applied.</param>
private void SetWorkingSetLimitsCore(IntPtr? newMin, IntPtr? newMax, out IntPtr resultingMin, out IntPtr resultingMax)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // There isn't a way to set the minimum working set, so throw an exception here
    if (newMin.HasValue)
    {
        throw new PlatformNotSupportedException(SR.MinimumWorkingSetNotSupported);
    }

    // The minimum resident set will always be 0, default the resulting max to 0 until we set it (to make the
    compiler happy)
    resultingMin = IntPtr.Zero;
    resultingMax = IntPtr.Zero;

    // The default hard upper limit is absurdly high (over 9000PB) so just change the soft limit...especially since
    // if you aren't root and move the upper limit down, you need root to move it back up
    if (newMax.HasValue)
    {
        int result = Interop.Sys.SetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, ref limits);
        if (result != 0)
            throw new System.ComponentModel.Win32Exception(SR.RUsageFailure);
} }

// Try to grab the actual value, in case the OS decides to fudge the numbers
result = Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limits);
if (result == 0) resultingMax = new IntPtr((long)limits.CurrentLimit);
}
}
}

<?xml version="1.0" encoding="utf-8"?>
<!--
Description: creativeCommons:license element
Expect: !Error
-->
<feed xmlns="http://www.w3.org/2005/Atom"
xmlns:creativeCommons="http://contoso.com/creativeCommonsRssModule">
	<title>Example Feed</title>
	<link href="http://contoso.com/"/>
	<updated>2003-12-13T18:30:02Z</updated>
	<author>
		<name>Author Name</name>
	</author>
	<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>
	<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>
	<entry>
		<title>Atom-Powered Robots Run Amok</title>
		<link href="http://contoso.com/2003/12/13/atom03"/>
		<id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
		<updated>2003-12-13T18:30:02Z</updated>
		<summary>Some text.</summary>
		<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>
	</entry>
	</feed>

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https://github.com/madler/zlib
http://zlib.net/zlib_license.html

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

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   jloup@gzip.org     madler@alumni.caltech.edu

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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using System;
using System.Diagnostics;
using System.Runtime.InteropServices;
using System.Text;

using size_t = System.IntPtr;

// This implements shim for sysctl calls.
// They are available on BSD systems - FreeBSD, OSX and others.
// Linux has sysctl() but it is deprecated as well as it is missing sysctbyname()

internal static partial class Interop
{
    [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_Sysctl", SetLastError = true)]
    private extern static unsafe int Sysctl(int* name, int namelen, void* value, size_t* len);

    // This is 'raw' sysctl call, only wrapped to allocate memory if needed
    // caller always needs to free returned buffer using Marshal.FreeHGlobal()
public static unsafe int Sysctl(Span<int> name, ref byte* value, ref int len)
{
    fixed (int * ptr = &MemoryMarshal.GetReference(name))
    {
        return Sysctl(ptr, name.Length, ref value, ref len);
    }
}

public static unsafe int Sysctl(int* name, int name_len, ref byte* value, ref int len)
{
    IntPtr bytesLength = (IntPtr)len;
    byte * pBuffer = value;
    value = null;
    int ret=-1;

    if (value == null && len == 0)
    {
        // do one try to see how much data we need
        ret = Sysctl(name, name_len, pBuffer, &bytesLength);
        if (ret != 0)
        {
            throw new InvalidOperationException(string.Format("sysctl returned {0}", ret));
        }
        pBuffer = (byte*)Marshal.AllocHGlobal((int)bytesLength);
    }
    ret = Sysctl(name, name_len, pBuffer, &bytesLength);
    if (ret != 0)
    {
        if (value == null && len == 0)
        {
            // This is case we allocated memory for caller
            Marshal.FreeHGlobal((IntPtr)pBuffer);
        }
        throw new InvalidOperationException(string.Format("sysctl returned {0}", ret));
    }

    value = pBuffer;
    len = (int)bytesLength;

    return ret;
}

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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1.103 system-diagnostics-tracing 4.3.0

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

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1.105 microsoft-win32-registry 4.4.0

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https://github.com/madler/zlib
http://zlib.net/zlib_license.html

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

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using System;
using System.Diagnostics;
using System.Security.Permissions;

namespace System.ComponentModel
{
    /// <summary>
    /// Provides the <see langword='abstract'/> base class for all licenses. A license is granted to a specific instance of a component.
    /// </summary>
    public abstract class License : IDisposable
    {
        /// <summary>
        /// When overridden in a derived class, gets the license key granted to this component.
        /// </summary>
        public abstract string LicenseKey { get; }

        /// <summary>
        /// When overridden in a derived class, releases the license.
        /// </summary>
        public abstract void Dispose();
    }
}

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1.110 microsoft-aspnetcore-mvc-formatters-json 2.1.1

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1.111 system-resources-resourcemanager

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

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By Sean Eron Anderson
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Balzs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
Chandler Carruth <chandlerc@google.com>
Chris Prince <cprince@google.com>
Chris Taylor <taylorc@google.com>
Dan Egnor <egnor@google.com>
Eric Roman <eroman@chromium.org>
Hady Zalek <hady.zalek@gmail.com>
Jeffrey Yasskin <jyasskin@google.com>
Ji Sigursson <joi@google.com>
Keir Mierle <mierle@gmail.com>
Keith Ray <keith.ray@gmail.com>
Kenton Varda <kenton@google.com>
Manuel Klimek <klimek@google.com>
Markus Heule <markus.heule@gmail.com>
Mika Raento <mikie@iki.fi>
Mikls Fazekas <mfazekas@szemafor.com>
Pasi Valminen <pasi.valminen@gmail.com>
Patrick Hanna <phanna@google.com>
Patrick Riley <pfr@google.com>
Peter Kaminski <piotrk@google.com>
Preston Jackson <preston.a.jackson@gmail.com>
Rainer Klaffenboeck <rainer.klaffenboeck@dynatrace.com>
Russ Cox <rsc@google.com>
Russ Rufer <russ@pentad.com>
Sean Mcafee <eefacm@gmail.com>
Sigurur sgeirsson <siggi@google.com>
Tracy Bialik <tracy@pentad.com>
Vadim Berman <vadimb@google.com>
Vlad Losev <vladl@google.com>
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1.123 angular-common 7.2.15

1.124 microsoft-aspnetcore-routing-abstractions 2.1.1

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1.128 system-dynamic-runtime 4.3.0

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jloup@gzip.org          madler@alumni.caltech.edu

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By Sean Eron Anderson
seander@cs.stanford.edu

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

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<para>Optional summary abstract</para>
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1.141 wixnetfxextension 3.10

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---
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layout: documentation
---
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When using a WixStdBA theme that displays the RTF license, it is highly recommended that the license is overridden because the default uses "Lorem ipsum" placeholder text. The following example uses a license.rtf file found in the &quot;path\to&quot; folder relative to the linker bind paths.

```xml
&lt;?xml version=&quot;1.0&quot;?&gt;
&lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi&quot;
xmlns:bal=&quot;http://schemas.microsoft.com/wix/BalExtension&quot;&gt;
    &lt;Bundle&gt;
        &lt;BootstrapperApplicationRef Id=&quot;WixStandardBootstrapperApplication.RtfLicense&quot;&gt;
            &lt;bal:WixStandardBootstrapperApplication LicenseFile=&quot;path\to\license.rtf&quot; LogoFile=&quot;path\to\customlogo.png&quot;&gt;&lt;/bal:WixStandardBootstrapperApplication&gt;
        &lt;/BootstrapperApplicationRef&gt;
        &lt;Chain&gt;...
    &lt;/Bundle&gt;
&lt;/Wix&gt;
```

The following example links to a license page on the internet.

```xml
&lt;?xml version=&quot;1.0&quot;?&gt;
&lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi&quot;
xmlns:bal=&quot;http://schemas.microsoft.com/wix/BalExtension&quot;&gt;
    &lt;Bundle&gt;
        &lt;BootstrapperApplicationRef Id=&quot;WixStandardBootstrapperApplication.HyperlinkLicense&quot;&gt;
            &lt;bal:WixStandardBootstrapperApplication LicenseUrl=&quot;http://example.com/license.html&quot; LogoFile=&quot;path\to\customlogo.png&quot;&gt;&lt;/bal:WixStandardBootstrapperApplication&gt;
        &lt;/BootstrapperApplicationRef&gt;
        &lt;Chain&gt;...
    &lt;/Bundle&gt;
&lt;/Wix&gt;
```
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title: WiX Toolset License
layout: documentation
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1.142 microsoft-aspnetcore-authentication-wsfederation 2.1.1

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db2odbc.dll
db2odbc.dll
db2odbc.dll
db2odbc.dll
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IBM.DB2.APP.manifest
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1.151 microsoft-identitymodel-tokens 5.4.0

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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1.155 system-security-cryptography-cng 4.5.0

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By Sean Eron Anderson
seander@cs.stanford.edu

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1.166 system-xml-xdocument 4.3.0

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1.167 runtime-ubuntu-16-04-x64-runtime-native-system-security-cryptography-openssl

4.3.0

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1.171 system-collections-concurrent 4.3.0

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1.182 system-objectmodel 4.3.0
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1.183 color-support 1.1.3

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1.184 microsoft-extensions-options 2.0.0

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1.185 microsoft-aspnetcore-server-kestrel-core 2.1.1

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1.186 runtime-ubuntu-16-10-x64-runtime-native-system-security-cryptography-openssl 4.3.2
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1.187 tslerp2 2.0.0
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1.188 system-diagnostics-diagnosticsource

4.5.0

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using System.Collections.Generic;
using System.ComponentModel;

namespace System.Diagnostics
{
    public partial class Process
    {
        /// <summary>
        /// Creates an array of <see cref="Process"/> components that are associated with process resources on a
        /// remote computer. These process resources share the specified process name.
        /// </summary>
        public static Process[] GetProcessesByName(string processName, string machineName)
        {
            if (processName == null)
            {
                processName = string.Empty;
            }

            Process[] procs = GetProcesses(machineName);
            var list = new List<Process>();
            for (int i = 0; i < procs.Length; i++)
            {
                if (string.Equals(processName, procs[i].ProcessName, StringComparison.OrdinalIgnoreCase))
                {
                    list.Add(procs[i]);
                }
                else
                {
                    procs[i].Dispose();
                }
            }

            return list.ToArray();
        }

        /// <summary>
        /// Gets or sets which processors the threads in this process can be scheduled to run on.
        /// </summary>
        private unsafe IntPtr ProcessorAffinityCore
        {
            get
            {
                throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
            }

            set
            {
                throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
            }
        }
    }
}
/// <summary>
/// Make sure we have obtained the min and max working set limits.
/// </summary>
private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // Minimum working set (or resident set, as it is called on *nix) doesn't exist so set to 0
    minWorkingSet = IntPtr.Zero;

    // Get the max working set size
    Interop.Sys.RLimit limit;
    if (Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limit) == 0)
    {
        maxWorkingSet = limit.CurrentLimit == Interop.Sys.RLIM_INFINITY ?
            new IntPtr(Int64.MaxValue) :
            new IntPtr(Convert.ToInt64(limit.CurrentLimit));
    }
    else
    {
        // The contract specifies that this throws Win32Exception when it failes to retrieve the info
        throw new Win32Exception();
    }
}

/// <summary>Sets one or both of the minimum and maximum working set limits.</summary>
/// <param name="newMin">The new minimum working set limit, or null not to change it.</param>
/// <param name="newMax">The new maximum working set limit, or null not to change it.</param>
/// <param name="resultingMin">The resulting minimum working set limit after any changes applied.</param>
/// <param name="resultingMax">The resulting maximum working set limit after any changes applied.</param>
private void SetWorkingSetLimitsCore(IntPtr? newMin, IntPtr? newMax, out IntPtr resultingMin, out IntPtr resultingMax)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // There isn't a way to set the minimum working set, so throw an exception here
    if (newMin.HasValue)
    {
        throw new PlatformNotSupportedException(SR.MinimumWorkingSetNotSupported);
    }
// The minimum resident set will always be 0, default the resulting max to 0 until we set it (to make the compiler happy)
resultingMin = IntPtr.Zero;
resultingMax = IntPtr.Zero;

// The default hard upper limit is absurdly high (over 9000PB) so just change the soft limit...especially since
// if you aren't root and move the upper limit down, you need root to move it back up
if (newMax.HasValue)
{
    Interop.Sys.RLimit limits = new Interop.Sys.RLimit() { CurrentLimit = (ulong)newMax.Value.ToInt64());
}
int result = Interop.Sys.SetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, ref limits);
if (result != 0)
{
    throw new System.ComponentModel.Win32Exception(SR.RUsageFailure);
}

// Try to grab the actual value, in case the OS decides to fudge the numbers
result = Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limits);
if (result == 0) resultingMax = new IntPtr((long)limits.CurrentLimit);

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<!--
Description: creativeCommons:license element
Expect: !Error
-->
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https://github.com/madler/zlib
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/* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.11, January 15th, 2017

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jlooup@gzip.org         madler@alumni.caltech.edu

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By Sean Eron Anderson
seander@cs.stanford.edu

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using System;
using System.Diagnostics;
using System.Runtime.InteropServices;
using System.Text;
using size_t = System.IntPtr;

// This implements shim for sysctl calls.
// They are available on BSD systems - FreeBSD, OSX and others.
// Linux has sysctl() but it is deprecated as well as it is missing sysctbyname()

internal static partial class Interop
{
    internal static partial class Sys
    {

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_Sysctl", SetLastError = true)]
        private extern static unsafe int Sysctl(int* name, int namelen, void* value, size_t* len);

        // This is 'raw' sysctl call, only wrapped to allocate memory if needed
        // caller always needs to free returned buffer using Marshal.FreeHGlobal()

        public static unsafe int Sysctl(Span<int> name, ref byte* value, ref int len)
        {
            fixed (int * ptr = &MemoryMarshal.GetReference(name))
            {
                return Sysctl(ptr, name.Length, ref value, ref len);
            }
        }

        public static unsafe int Sysctl(int* name, int name_len, ref byte* value, ref int len)
        {
            IntPtr bytesLength = (IntPtr)len;
            byte * pBuffer = value;
            value = null;
            int ret=-1;

            if (value == null & & len == 0)
            {
                // do one try to see how much data we need
                ret = Sysctl(name, name_len, pBuffer, &bytesLength);
                if (ret != 0)
                {
                    throw new InvalidOperationException(string.Format("sysctl returned {0}" , ret));
                }
                pBuffer = (byte*)Marshal.AllocHGlobal((int)bytesLength);
            }

            ret = Sysctl(name, name_len, pBuffer, &bytesLength);
            if (ret != 0)
            {
                if (value == null & & len == 0)
                {
                    // This is case we allocated memory for caller

Marshal.FreeHGlobal((IntPtr)pBuffer);
}
throw new InvalidOperationException(string.Format("sysctl returned {0}", ret));
}

value = pBuffer;
len = (int)bytesLength;

return ret;
}
}

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new XElement("fm",
    new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992.")
),
new XElement("p", "XML version by Jon Bosak, 1996-1997."),
new XElement("p", "This work may be freely copied and distributed worldwide.")
<?xml version="1.0" encoding="utf-8"?>
<!-
Description: entry with multiple atom:contributor elements
Expect:      !Error
-->

<feed xmlns="http://www.w3.org/2005/Atom">
<title>Example Feed</title>
<link href="http://contoso.com"/>
<updated>2003-12-13T18:30:02Z</updated>
<author>
    <name>Author Name</name>
</author>
<id>urn:uuid:60a76c80-d399-11d9-b93c-0003939e0af6</id>
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<!- Description: a feed with two atom:contributor elements
Expect: !Error
using Microsoft.Win32;
using System;
using System.Diagnostics;
using System.Security.Permissions;

namespace System.ComponentModel
{
    /// <summary>
    /// Provides the <see langword='abstract'/> base class for all licenses. A license is
    /// granted to a specific instance of a component.</summary>
    ///
    public abstract class License : IDisposable
    {
        /// <summary>
        /// When overridden in a derived class, gets the license key granted to this component.</summary>
        ///
        public abstract string LicenseKey { get; }
    }
}
using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;
namespace System.Diagnostics
{
    internal static partial class ProcessManager
    {
        /// <summary>Gets process infos for each process on the specified machine.</summary>
        /// <para>The target machine.</para>
        /// <returns>An array of process infos, one per found process.</returns>
        public static ProcessInfo[] GetProcessInfos(string machineName)
        {
            ThrowIfRemoteMachine(machineName);
            int[] procIds = GetProcessIds(machineName);

            // Iterate through all process IDs to load information about each process
            var processes = new List<ProcessInfo>(procIds.Length);
            foreach (int pid in procIds)
            {
                ProcessInfo pi = CreateProcessInfo(pid);
                if (pi != null)
                {
                    processes.Add(pi);
                }
            }

            return processes.ToArray();
        }

        /// <summary>Gets an array of module infos for the specified process.</summary>
        /// <param name="processId">The ID of the process whose modules should be enumerated.</param>
        /// <returns>The array of modules.</returns>
        internal static ProcessModuleCollection GetModules(int processId)
        {
            // We don't have a good way of getting all of the modules of the particular process,
            // but we can at least get the path to the executable file for the process, and
        }
    }
}
other than for debugging tools, that's the main reason consumers of Modules care about it, and why MainModule exists.

```csharp
try {
    string exePath = GetProcPath(processId);
    if (!string.IsNullOrEmpty(exePath))
    {
        return new ProcessModuleCollection(1)
        {
            new ProcessModule()
            {
                FileName = exePath,
                ModuleName = Path.GetFileName(exePath)
            }
        };
    }
}
catch { } // eat all errors

return new ProcessModuleCollection(0);
}
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<!-- Description: a source with two atom:contributor elements produces no error
Expect: !Error -->

<feed xmlns="http://www.w3.org/2005/Atom">
  <title>Example Feed</title>
  <link href="http://contoso.com"/>
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <id>urn:uuid:60a76c80-d399-11d9-8cd6-0003939e0af6</id>

  <entry>
    <source>
      <title>Source of all knowledge</title>
      <id>urn:uuid:28213c50-f84e-11d9-8cd6-0800200e9a66</id>
      <updated>2003-12-13T17:46:27Z</updated>
      <contributor>
        <name>John Smith</name>
      </contributor>
    </source>
  </entry>
</feed>
```
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1.189 runtime-native-system-data-sqlclient-sni 4.4.0

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new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",

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https://github.com/madler/zlib
http://zlib.net/zlib_license.html

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

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By Sean Eron Anderson
seander@cs.stanford.edu

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1.190 zone 0.8.29

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 version 1.2.11, January 15th, 2017

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jloup@gzip.org          madler@alumni.caltech.edu

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1.200 system-reflection-primitives 4.3.0

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1.201 rxjs 6.5.2

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1.205 microsoft-dotnet-platformabstractions

1.1.0

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

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

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By Sean Eron Anderson
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1.212 balloon-css 0.5.0

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1.214 system-buffers 4.4.0

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https://github.com/madler/zlib
http://zlib.net/zlib_license.html

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

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1.222 system-threading-tasks-parallel 4.3.0

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```xml
    &lt;?xml version=&quot;1.0&quot;?&gt;
    &lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi&quot;
         xmlns:bal=&quot;http://schemas.microsoft.com/wix/BalExtension&quot;&gt;
        &lt;Bundle&gt;
          &lt;BootstrapperApplicationRef Id=&quot;WixStandardBootstrapperApplication.RtfLicense&quot;&gt;
            <bal:WixStandardBootstrapperApplication LicenseFile=&quot;\path\to\license.rtf&quot;
                      LogoFile=&quot;\path\to\customlogo.png&quot; />
          &lt;/BootstrapperApplicationRef&gt;
          &lt;Chain&gt;...
          &lt;/Chain&gt;
          &lt;/Bundle&gt;
        &lt;/Bundle&gt;
    &lt;/Wix&gt;
```

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```xml
    &lt;?xml version=&quot;1.0&quot;?&gt;
    &lt;Wix xmlns=&quot;http://schemas.microsoft.com/wix/2006/wi&quot;
         xmlns:bal=&quot;http://schemas.microsoft.com/wix/BalExtension&quot;&gt;
        &lt;Bundle&gt;
          &lt;BootstrapperApplicationRef Id=&quot;WixStandardBootstrapperApplication.HyperlinkLicense&quot;&gt;
            <bal:WixStandardBootstrapperApplication LicenseUrl=&quot;http://example.com/license.html&quot; />
          &lt;/BootstrapperApplicationRef&gt;
          &lt;Chain&gt;...
          &lt;/Chain&gt;
          &lt;/Bundle&gt;
        &lt;/Bundle&gt;
    &lt;/Wix&gt;
```
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2.1.1

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1.240 system-text-encoding-codepages 4.4.0

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

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1.241 microsoft-entityframeworkcore-relational 2.1.1

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1.242 system-text-encoding-extensions 4.3.0

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By Sean Eron Anderson
seander@cs.stanford.edu

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1.258 system-collections-specialized 4.3.0

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namespace CommandLine.Text
{
    /// <summary>
    /// Models the copyright part of an help text.
    /// You can assign it where you assign any <see cref="System.String"/> instance.
    /// </summary>
    public class CopyrightInfo
    {
        private const string DefaultCopyrightWord = "Copyright";
        private const string SymbolLower = "(c)";
        private const string SymbolUpper = "(C)";
        private readonly AssemblyCopyrightAttribute attribute;
        private readonly bool isSymbolUpper;
        private readonly int[] copyrightYears;
        private readonly string author;
        private readonly int builderSize;

        /// <summary>
        /// An empty object used for initialization.
        /// </summary>
        /// <value></value>
        public static CopyrightInfo Empty
        {
            get
            {
                return new CopyrightInfo("author", 1);
            }
        }

        /// <summary>
        /// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
        /// specifying author and year.
        /// </summary>
        /// <param name="author">The company or person holding the copyright.</param>
        /// <param name="year">The year of coverage of copyright.</param>
        public CopyrightInfo(string author, int year)
        {
            this.attribute = new AssemblyCopyrightAttribute();
            this.copyrightYears = new int[] { year };
            this.author = author;
        }
    }
}
/// <summary>
/// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
/// specifying author and copyrightYears.
/// </summary>
/// <param name="author">The company or person holding the copyright.</param>
/// <param name="years">The copyrightYears of coverage of copyright.</param>
/// <exception cref="System.ArgumentException">Thrown when parameter <paramref name="author"/> is null or empty string.</exception>
/// <exception cref="System.ArgumentOutOfRangeException">Thrown when parameter <paramref name="years"/> is not supplied.</exception>
public CopyrightInfo(string author, params int[] years)
  : this(true, author, years)
{
}

/// <summary>
/// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
/// specifying symbol case, author and copyrightYears.
/// </summary>
/// <param name="isSymbolUpper">The case of the copyright symbol.</param>
/// <param name="author">The company or person holding the copyright.</param>
/// <param name="copyrightYears">The copyrightYears of coverage of copyright.</param>
/// <exception cref="System.ArgumentException">Thrown when parameter <paramref name="author"/> is null or empty string.</exception>
/// <exception cref="System.ArgumentOutOfRangeException">Thrown when parameter <paramref name="copyrightYears"/> is not supplied.</exception>
public CopyrightInfo(bool isSymbolUpper, string author, params int[] copyrightYears)
  : this(true, author, copyrightYears)
{
  if (string.IsNullOrWhiteSpace(author)) throw new ArgumentException("author");
  if (copyrightYears.Length == 0) throw new ArgumentOutOfRangeException("copyrightYears");

  const int ExtraLength = 10;
  this.isSymbolUpper = isSymbolUpper;
  this.author = author;
  this.copyrightYears = copyrightYears;
  builderSize = 12 + author.Length + (4 * copyrightYears.Length) + ExtraLength;
}
protected CopyrightInfo()
{
}

/// <summary>
/// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
/// with an assembly attribute, this overrides all formatting.
/// </summary>
/// <param name="attribute">The attribute which text to use.</param>
private CopyrightInfo(AssemblyCopyrightAttribute attribute)
{
    this.attribute = attribute;
}

/// <summary>
/// Gets the default copyright information.
/// Retrieved from <see cref="AssemblyCopyrightAttribute"/>, if it exists,
/// otherwise it uses <see cref="AssemblyCompanyAttribute"/> as copyright holder with the current year.
/// If neither exists it throws an <see cref="InvalidOperationException"/>.
/// </summary>
public static CopyrightInfo Default
{
    get {
        // if an exact copyright string has been specified, it takes precedence
        var copyrightAttr = ReflectionHelper.GetAttribute<AssemblyCopyrightAttribute>();
        switch (copyrightAttr.Tag)
        {
            case MaybeType.Just:
                return new CopyrightInfo(copyrightAttr.FromJustOrFail());
            default:
                // if no copyright attribute exist but a company attribute does, use it as copyright holder
                return new CopyrightInfo(
                    ReflectionHelper.GetAttribute<AssemblyCompanyAttribute>().FromJustOrFail(
                        new InvalidOperationException("CopyrightInfo::Default requires that you define AssemblyCopyrightAttribute or AssemblyCompanyAttribute.")
                            ).Company,
                    DateTime.Now.Year);
        }
    }
}

/// <summary>
/// Gets a different copyright word when overridden in a derived class.
/// </summary>
protected virtual string CopyrightWord
{
    get { return DefaultCopyrightWord; }
}
/// <summary>
/// Converts the copyright instance to a <see cref="System.String"/>.
/// </summary>
/// <param name="info">This <see cref="CommandLine.Text.CopyrightInfo"/> instance.</param>
/// <returns>The <see cref="System.String"/> that contains the copyright.</returns>
public static implicit operator string(CopyrightInfo info)
{
    return info.ToString();
}

/// <summary>
/// Returns the copyright as a <see cref="System.String"/>.
/// </summary>
/// <returns>The <see cref="System.String"/> that contains the copyright.</returns>
public override string ToString()
{
    if (attribute != null)
    {
        return attribute.Copyright;
    }

    var yearsPart = new StringBuilder(years.Length * 6);
    .Append(CopyrightWord)
    .Append(' ')
    .Append(isSymbolUpper ? SymbolUpper : SymbolLower)
    .Append(' ')
    .Append(FormatYears(copyrightYears))
    .Append(' ')
    .Append(author)
    .ToString();

    return new StringBuilder(builderSize)
        .Append(CopyrightWord)
        .Append(' ')
        .Append(isSymbolUpper ? SymbolUpper : SymbolLower)
        .Append(' ')
        .Append(FormatYears(copyrightYears))
        .Append(' ')
        .Append(author)
        .ToString();
}

/// <summary>
/// When overridden in a derived class, allows to specify a new algorithm to render copyright copyrightYears
/// as a <see cref="System.String"/> instance.
/// </summary>
/// <param name="years">A <see cref="System.Int32"/> array of copyrightYears.</param>
/// <returns>A <see cref="System.String"/> instance with copyright copyrightYears.</returns>
protected virtual string FormatYears(int[] years)
{
    if (years.Length == 1)
    {
        return years[0].ToString(CultureInfo.InvariantCulture);
    }

    var yearsPart = new StringBuilder(years.Length * 6);

for (var i = 0; i < years.Length; i++)
{
    yearsPart.Append(years[i].ToString(CultureInfo.InvariantCulture));
    var next = i + 1;
    if (next < years.Length)
    {
        yearsPart.Append(years[next] - years[i] > 1 ? " - " : " : ",");
    }
}

return yearsPart.ToString();

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Contributions Guidelines for Command Line Parser Library
Giacomo Stelluti Scala (gsscoder@gmail.com)
Last Mod.: 2013-04-26

Tools:
- MS FxCop (VSSTUDIO CodeAnalysis)
- MS StyleCop
- JetBrains R#

Premise
These are suggestions don't be stuck to send pull requests just because you think that something written here is not perfectly followed.
It is possible (or better is almost certain) that also the writer of this document violates some rule... but he tries to
adhere!
The project tree includes also two ReSharper files that I try to keep in sync with StyleCop.

Code Formatting
- No tabs (\t), use for 4 spaces instead.
- Don't overuse spaces:
  void Method(param1, param2, param3) -> OK
  void Method ( param1, param2, param3 ) -> TOO SPACES!
- Align with one indentation:
  if (lonlongstuff1 == longlongstuff2 || (longlongstuff3 > 0 &&
      longlongstuff4 < 0)) -> OK
  if (lonlongstuff1 == longlongstuff2 || (longlongstuff3 > 0 &&
      longlongstuff4 < 0)) -> TOO INDENTATION!

Coding Style
- Kernel of 2.0+ has been rewritten following Functional Programming principles (http://en.wikipedia.org/wiki/Functional_programming).
- A minor use of side-effects could be allowed if isolated to "out-side" world (e.g.: see Tokenizer type).

Unit Tests
Personally 99% of times I write the unit tests before the desired modification (TDD). Anyway please submit changes along with at least one unit test (this is also useful to let me understand what the change impacts).

PR etiquette
A not discussed PULL REQUEST could lead only to extra work for project coordinator;
PR are well accepted, anyway they should be result of new or open discussions.

Breaking Changes
Please discuss any important modification or something that breaks the Public API.

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You can take existing code as a model or write me.

1.272 clipboardjs 0.3.6
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1.275 system-io-filesystem 4.3.0
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1.276 angular-http 7.2.15

1.277 nlog-web-aspnetcore 4.8.2

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1.278 system-collections-immutable 1.3.0

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

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1.290 system-globalization-calendars 4.3.0

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1.293 runtime-opensuse-13-2-x64-runtime-native-system-security-cryptography-openssl

4.3.0

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**1.294 system-reflection-extensions 4.3.0**

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namespace System.Windows.Forms {
    public class CreateParams {
        #region Public Constructors
        #endregion // Public Constructors

        #region Public Instance Properties
        #endregion // Public Instance Properties

        #region Public Instance Methods
        #endregion // Public Instance Methods
} 

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

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m4 source files used to probe features at build time: GPL

* Benchmark Source Files

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* mono/docs/HtmlAgilityPack

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* mcs/jay: 4-clause BSD licensed

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* mcs/class/I18N/mklist.sh, tools/cvt.sh: GNU GPLv2

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

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* mono/utils/freebsd-dwarf.h, freebsd-elf_common.h, freebsd-elf64.h freebsd-elf32.h: BSD license.

* mono/utils/bsearch.c: BSD license.

* mono/metadata/w32file-unix-glob.c, w32file-unix-glob.h: BSD license

Class Library code
==================
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* mcs/class/System.Core/System/TimeZoneInfo.Android.cs

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Sent: Tuesday, June 05, 2007 6:36 AM
To: Konstantin Triger
Subject: Re: Support request by Konstantin Triger for Json.NET

Hey Kosta

I think it would be awesome to use Json.NET in Mono for System.Web.Extensions.
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I can waive that statement for you and Mono. Would that be acceptable?

Regards,
James

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//
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using System.Collections.Generic;
using System.Security;


    [SecurityCritical (SecurityCriticalScope.Everything)]
    public class UnsignedPublishLicense
    {
        public UnsignedPublishLicense()
        {
            throw new NotImplementedException();
        }

        public UnsignedPublishLicense (string publishLicenseTemplate)
        {
            throw new NotImplementedException();
        }

        public Guid ContentId {
            get { throw new NotImplementedException(); } 
            set { throw new NotImplementedException(); } 
        }

        public ICollection<ContentGrant> Grants {
            get { throw new NotImplementedException(); } 
        }

        public IDictionary<int, LocalizedNameDescriptionPair> LocalizedNameDescriptionDictionary {
            get { throw new NotImplementedException(); } 
        }

        public ContentUser Owner {
            get { throw new NotImplementedException(); } 
            set { throw new NotImplementedException(); } 
        }

        public string ReferralInfoName {
            get { throw new NotImplementedException(); } 
            set { throw new NotImplementedException(); } 
        }
    }
}
public Uri ReferralInfoUri {
    get { throw new NotImplementedException(); }
    set { throw new NotImplementedException(); }
}

public PublishLicense Sign (SecureEnvironment secureEnvironment, out UseLicense authorUseLicense) {
    throw new NotImplementedException();
}

public override string ToString () {
    throw new NotImplementedException();
}

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namespace System.Web.Util {
    using System.Security.Permissions;
    using System.Security;
    using System.Data.SqlClient;

    static class Permission {
        internal static bool HasSqlClientPermission() {
            NamedPermissionSet permissionset = HttpRuntime.NamedPermissionSet;

            // If we don't have a NamedPermissionSet, we're in full trust
            if (permissionset == null)
                return true;

            // Check that the user has unrestricted SqlClientPermission
            IPermission allowedPermission = permissionset.GetPermission(typeof(SqlClientPermission));

            if (allowedPermission == null) {
                return false;
            }

            IPermission askedPermission = null;
            try {
                askedPermission = new SqlClientPermission(PermissionState.Unrestricted);
            }
            catch {
                return false;
            }

            return askedPermission.IsSubsetOf(allowedPermission);
        }
    }

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

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

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

Some other contributors:

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

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

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public abstract void Dispose();
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<AssemblyVersion>2.0.0.0</AssemblyVersion>
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</Base>
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  <Interface>
    <InterfaceName>System.IDisposable</InterfaceName>
  </Interface>
</Interfaces>

<Docs>
  <remarks>
    <attribution license="cc4" from="Microsoft" modified="false"/>
    <para>All components must call <see cref="M:System.ComponentModel.License.Dispose"/> for the licenses they grant when the component is disposed or finalized.</para>
  </remarks>
  <summary>
    <attribution license="cc4" from="Microsoft" modified="false"/>
    <para>Provides the abstract base class for all licenses. A license is granted to a specific instance of a component.</para>
  </summary>
</Docs>

<Members>
  <Member MemberName=".ctor">
    <MemberSignature Language="C#" Value="protected License();"/>
    <MemberSignature Language="ILAsm" Value=".method familyhidebysig specialname rtspecialname instance void .ctor() cil managed"/>
    <MemberType>Constructor</MemberType>
    <AssemblyInfo>
      <AssemblyVersion>1.0.5000.0</AssemblyVersion>
      <AssemblyVersion>2.0.0.0</AssemblyVersion>
      <AssemblyVersion>4.0.0.0</AssemblyVersion>
    </AssemblyInfo>
    <ReturnValue/>
    <Parameters/>
  </Member>
  <Member MemberName="Dispose">
    <MemberSignature Language="C#" Value="public abstract void Dispose();"/>
    <MemberSignature Language="ILAsm" Value=".method public hidebysig newslot virtual instance void Dispose() cil managed"/>
    <MemberType>Method</MemberType>
    <AssemblyInfo>
      <AssemblyVersion>1.0.5000.0</AssemblyVersion>
      <AssemblyVersion>2.0.0.0</AssemblyVersion>
      <AssemblyVersion>4.0.0.0</AssemblyVersion>
    </AssemblyInfo>
  </Member>
</Members>
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When overridden in a derived class, disposes of the resources used by the license.

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cookie, that is, a cookie with a deliberately hidden internal structure.</para>
</remarks>
</summary>
</Docs>
</Member>
</Members>
</Type>
<html xmlns="http://www.w3.org/1999/xhtml">
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</head>
<body>
<h1>Jing Copying Conditions</h1>
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</body>

</html>
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<MemberType>Constructor</MemberType>
<AssemblyInfo>
<AssemblyVersion>1.0.5000.0</AssemblyVersion>
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</AssemblyInfo>
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<Docs>
<remarks>To be added</remarks>
<summary>
<attribution license="cc4" from="Microsoft" modified="false" />
<para>Initializes a new instance of the <see cref="T:System.ComponentModel.License" /> class. </para>
</summary>
</Docs>
</Member>

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<MemberSignature Language="ILAsm" Value=".method public hidebysig newslot virtual instance void Dispose() cil managed" />
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<attribution license="cc4" from="Microsoft" modified="false" />
<para>All components must call <see cref="M:System.ComponentModel.License.Dispose" /> for the licenses that they grant when the component is disposed of or finalized. </para>
<para>A <see cref="T:System.ComponentModel.LicenseProvider" /> can use the licenses it grants to track its usage. </para>
<para>Call <see cref="M:System.ComponentModel.License.Dispose" /> when you are finished using the <see cref="T:System.ComponentModel.License" />. The <see cref="M:System.ComponentModel.License.Dispose" /> method leaves the <see cref="T:System.ComponentModel.License" /> in an unusable state. After calling <see cref="M:System.ComponentModel.License.Dispose" />, you must release all references to the <see cref="T:System.ComponentModel.License" /> so the memory it was occupying can be reclaimed by garbage collection. </para>
<para>Always call <see cref="M:System.ComponentModel.License.Dispose" /> before you release your last reference to the <see cref="T:System.ComponentModel.License" "/>. Otherwise, the resources the <see
<p><para cref="T:System.ComponentModel.License" /> is using will not be freed until garbage collection calls the <see cref="T:System.ComponentModel.License" /> object's destructor.</para>
</block>
</remarks>
</summary>
</Doc>
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</ReturnValue>
<Docs>
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<attribution license="cc4" from="Microsoft" modified="false" />
<para>A <see cref="T:System.ComponentModel.LicenseProvider" /> can use any Unicode character string as a license key. The <see cref="P:System.ComponentModel.License.LicenseKey" /> should be treated as an opaque cookie, that is, a cookie with a deliberately hidden internal structure.</para>
</remarks>
</summary>
</Docs>
</Member>
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</Type>

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// Ankit Jain <JAnkit@novell.com>
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//

using System;
using System.Collections;

namespace Mono.ILASM {

    public class Permission {
        BaseTypeRef type_ref;

        //PermissionMembers
        ArrayList members;
    }
}
PEAPI.Permission perm;

public Permission (BaseTypeRef type_ref, ArrayList members)
{
    this.type_ref = type_ref;
    this.members = members;
}

public PEAPI.Permission Resolve (CodeGen code_gen)
{
    string fname;

    type_ref.Resolve (code_gen);

    if (type_ref is ExternTypeRef) {
        ExternAssembly ea = ((ExternTypeRef) type_ref).ExternRef as ExternAssembly;
        if (ea == null)
            //FIXME: module..?
            throw new NotImplementedException();
        string name;
        ExternTypeRef etr = type_ref as ExternTypeRef;
        if (etr != null)
            name = etr.Name;
        else
            name = type_ref.FullName;
        fname = String.Format ("{0}, {1}", name, ea.AssemblyName.FullName);
    } else {
        fname = type_ref.FullName;
    }

    perm = new PEAPI.Permission (type_ref.PeapiType, fname);

    foreach (PermissionMember member in members)
        perm.AddMember (member.Resolve (code_gen));

    return perm;
}

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using System;
using System.Security;


[SecurityCritical (SecurityCriticalScope.Everything)]
public class PublishLicense {

    public PublishLicense (string signedPublishLicense) {
        throw new NotImplementedException ();
    }

    public Guid ContentId {
        get { throw new NotImplementedException (); }
    }

    public string ReferralInfoName {
        get { throw new NotImplementedException (); }
    }

    public Uri ReferralInfoUri {
        get { throw new NotImplementedException (); }
    }

    public Uri UseLicenseAcquisitionUrl {
        get { throw new NotImplementedException (); }
    }

}
public UseLicense AcquireUseLicense (SecureEnvironment secureEnvironment)
{
    throw new NotImplementedException ();
}

public UseLicense AcquireUseLicenseNoUI (SecureEnvironment secureEnvironment)
{
    throw new NotImplementedException ();
}

public UnsignedPublishLicense DecryptUnsignedPublishLicense (CryptoProvider cryptoProvider)
{
    throw new NotImplementedException ();
}

public override string ToString ()
{
    throw new NotImplementedException ();
}

}
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using System;
using System.Collections.Generic;
using System.Security;


[SecurityCritical (SecurityCriticalScope.Everything)]
public class UseLicense
{
    public UseLicense (string useLicense)
    {
        throw new NotImplementedException ();
    }

    public IDictionary<string, string> ApplicationData {
        get { throw new NotImplementedException (); }
    }

    public Guid ContentId {
        get { throw new NotImplementedException (); }
    }

    public ContentUser Owner {
        get { throw new NotImplementedException (); }
    }

    public CryptoProvider Bind (SecureEnvironment secureEnvironment)
    {
        throw new NotImplementedException ();
    }

    public override bool Equals (object x)
    {
        throw new NotImplementedException ();
    }

    public override int GetHashCode ()
    {
        throw new NotImplementedException ();
    }

    public override string ToString ()
    {

throw new NotImplementedException();
}
}
}

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1.311 system-xml-xpath 4.0.1

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1.312 system-linq-queryable 4.0.1

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* [jcberleur](https://github.com/jcberleur) (JC Berleur)
* [izevka](https://github.com/izevka) (Igor Zevaka)
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* [nkohari](https://github.com/nkohari) (Nate Kohari - did the initial commit)
* [eloekset](https://github.com/eloekset) (Eivind Gussis Lkseth)
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1.322 angular-compiler 7.2.15

1.323 system-threading-tasks-extensions 4.0.0

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

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* [jcberleur](https://github.com/jcberleur) (JC Berleur)
* [izevka](https://github.com/izevka) (Igor Zevaka)
* [vgrigoriu](https://github.com/vgrigoriu) (Victor Grigoriu)
* [nkohari](https://github.com/nkohari) (Nate Kohari - did the [initial commit](https://github.com/schambers/fluentmigrator/commit/9acd6093fb5481862ed1c0c1fc507dea41ecfa6d))
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* [RobPethick](https://github.com/RobPethick) (Robert Pethick)
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/* zlib.h -- interface of the 'zlib' general purpose compression library
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1.343 system-identitymodel-tokens-jwt 5.4.0

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1.344.1 lodash-es 4.17.11

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1.345 system-net-websockets-websocketprotocol 4.5.1

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

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

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Balzs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
Chandler Carruth <chandlere@google.com>
Chris Prince <cprince@google.com>
Chris Taylor <taylorc@google.com>
Dan Egnor <egnor@google.com>
Eric Roman <eroman@chromium.org>
Hady Zalek <hady.zalek@gmail.com>
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Ji Sigursson <joi@google.com>
Keir Mierle <mierle@gmail.com>
Keith Ray <keith.ray@gmail.com>
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Mikls Fazekas <mfaezkas@szemafor.com>
Pasi Valminen <pasi.valminen@gmail.com>
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Preston Jackson <preston.a.jackson@gmail.com>
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By Sean Eron Anderson
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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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

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By Sean Eron Anderson
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1.379 system-collections-nongeneric 4.3.0

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1.380 system-threading-timer 4.0.1

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1.382 system-runtime 4.3.0

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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1.391 runtime-fedora-23-x64-runtime-native-system-security-cryptography-openssl 4.3.0

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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By Sean Eron Anderson
seander@cs.stanford.edu

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

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1.413 system-runtime-serialization-primitives

4.3.0

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

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